Shadows of Brimstone™

• HEXCRAWL •

ADVENTURE BOOK

Welcome back again to this update and expansion to the HexCrawl Shadows of Brimstone™ homebrew variant. I want to thank all the members of the BoardGameGeek Brimstone community that have contacted me since the first set of HexCrawl material went out with words of support and encouragement. This took quite a bit longer than I intended, but was spurred on by the release of the fantastic Frontier Town expansion. It was impossible to not see the potential for HexCrawl there along with some other ideas for an expansion and update.

Much Thanks to Flying Frog Productions for their work in producing Shadows of Brimstone and all the great expansions that have been following. Here's looking forward to what Adventures await.

-Graeme Henson

Shadows of Brimstone™ is the intellectual property of Flying Frog Productions®. The HexCrawl map is based off of the excellent work of the awesome illustrators at FFP. HexCrawl is a non-commercial, fan-made expansion.

Text, design, and layout of HexCrawl by Graeme Henson. Special Thanks goes out to all who commented on the Shadows of Brimstone BoardGameGeek forums for helping to brainstorm ideas, provide feedback/critiques, and generally provide an audience for such a crazy idea in the first place. Commenters included: Angelus Seniores, Dennis Schwarz, Vadim Golembo, Gavin Downing, Bernie Roessler, Johnny W, Julien Le Jeune, Elliott Harding, Richard Wagoner, kell zilla, Darrin, C B, Herb Leist, Chris Seidler, Annie Heim, Greg Romans, and Klutz among others. Some awesome individuals contributed to proofreading: Targanth Phelandir, Dwayne Hendrickson, Ricardo Alaimo, and others. Many of the ideas for the HexCrawl campaign were also generated by Kevin O'Mara, while Mike Daneman suggested the simplification for the movement system. Additional support from Louis K. Barrera for Town Build mechanics. There were many, many others that have directly or indirectly contributed to HexCrawl and if they are not mentioned here it is because of my own faulty memory and is purely unintentional. Suffice to say, I did not and could not have done this without the BGG community helping out.

The Devil, John Moulton is an excellent Weird West story game written by John Wedig of Teapot Dome Games.
It can be found at: http://nickwedig.libraryofhighmoon.com/2014/04/the-devil-john-moulton/

Most images pulled from Wikipedia Commons, some sketches illustrated by Tony Oliver. Most other images are pulled from Flying Frog Productions own Shadows of Brimstone artwork, most notably from Brandom Gilliam & Ralph Horsley.

Depictions of Native Americans are intended to fit within the Old West genre, sometimes from the perspective of Euro-Americans. Often times these two groups came into conflict and the Euro-American settlers that came and took tribal lands looked down upon the Indian tribes they were stealing from, whom they viewed as "savages". No offense is meant towards Native Americans in any of the depictions herein, I'm simply trying to present a gritty, Old West feel to the game by avoiding whitewashing history, though nothing in this is based off of any particular historical events.

Many of the ideas for the Wilderness Encounters were based off of forum threads and fan-made resources from Pinnacle Entertainment's *Deadlands: The Weird West*, a Savage Worlds campaign setting:

1,000 Random Encounters - http://www.peginc.com/forum/viewtopic.php?t=21272

Deadlands Random Encounter Generator - http://savagepedia.wikispaces.com/file/view/DL%20Random%20Encounters.xlsx/502757074/DL%20Random%20Encounters.xlsx

1,001 Plots / Places / NPCs / etc. for western adventures... - http://www.peginc.com/forum/viewtopic.php?t=10216&postdays=0&postorder=asc&highlight=plots&start=0

Questions? Concerns? Critiques? Ideas? Hate mail? Fan mail? Cease and Desists? Court Orders? Job Opportunities? Marriage Proposals? Money Laundering Schemes?

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SHADOWS OF BRIMSTONE™

HexCrawl Adventure Book

By Graeme Henson

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- HexCrawl Encounters Book
- Tracking Sheets (Town, Mine, Campaign)
- Expanded Injury & Madness Charts
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- Occultist Class Info

required: one twenty-sided (D20) die and two ten-sided (2D10) dice. If you don't have these dice. Put down this manual, go over to a corner, and promise yourself you won't cry. Then cry.

Set Up

Due to the nature of HexCrawl, this game is geared towards players wanting a more long-term campaign experience, possibly with some RPG character building added in. Depending on the campaign style the group decides to go with, the Posse may want to begin in a Town, rather than starting right off on a Mine Adventure. You can either roll up randomly on the *Town Chart* or just pick a Town to start in.

When the starting Town is decided upon, the group will also want to go through the Town Setup process (see the 'Frontier Towns' section later on for more info). However, you may want to give the group some starting gold if beginning a campaign in a Town, otherwise just begin a Mission as normal.

OVERVIEW

HexCrawl is an expansion to Shadows of Brimstone™ that takes your Adventures out from the Mines and Other Worlds that the Heroes are used to exploring and out into the wild, untamed region around the ruins of Brimstone. Heroes will be able to travel around these lands and visit new Towns in search of lucrative Jobs and dangerous Missions.

Overland Map

The HexCrawl Overland Map is based off of the original map contained within the Core Game Adventure Books. This map details many unique locations and potential areas to explore, but the game itself never really explores these areas, leaving that all up to the player's imagination. What HexCrawl attempts to do is to add mechanics for defining these places and then gives the Heroes a reason to go exploring (apart from simply leveling up and acquiring Loot).

Persistent Towns

In HexCrawl, Towns exist in the dangerous region around Brimstone, where settlements are damaged and destroyed on a regular basis. Normally in Shadows of Brimstone, it's assumed that the Heroes are visiting new Towns all the time or that at some point the people of these Towns rebuild that which was lost. Not so in HexCrawl, where Locations and Towns are permanently destroyed, forcing the Heroes to live with their failures.

Towns are not always welcoming to all and sometimes have hostile inhabitants that may force your Posse to look elsewhere for supplies. Over time the Posse may become desperate and have to visit places they would normally avoid. Playing HexCrawl is meant to be a process of reduction, of greater and greater limitations that force the Posse to have to make hard decisions. This isn't meant to be like High Fantasy Dungeon Crawlers where the Heroes save the day and everyone lives happily ever after, this is Lovecraftian Horror. This is Brimstone.

Wilderness & Terrain Encounters

Although you're welcome to use the original *Travel Hazard Chart* or *Expanded Travel Hazard Chart* from the Core Game or the *Frontier Town* expansion, there is a D100 *Wilderness Encounters Chart* found in the ***HexCrawl Encounters Book*** that provides a new set of encounters for the Posse to run into while exploring the region around Brimstone. These encounters are often gritty and tough, sometimes with no right way to handle them. In addition to facing off against the nightmarish creatures that spew forth from the Gates, the Posse will also have to contend with Native Americans, mutants, religious zealots and a host of other earthly challenges. Terrain Encounters are new special encounters that are sometimes triggered when performing the Search action while on the Overland map and change depending on what type of terrain the Posse is traveling over.

Jobs Board

The *Jobs Board* is a D100 chart also found in the ***HexCrawl Encounters Book*** that provides loads of both mundane and epic side quests for the Posse to undertake. These can be as simple as delivering goods across the map or may develop into Missions in their own right. These Jobs provide the impetus for the Posse to travel across the landscape and find Adventures, in addition to the important things in life: Gear, Gold, and Artifacts!

New Campaign Options

In addition to the brutally tough ***Mine Blast*** campaign style (formerly known as the "HexCrawl Campaign"), there are also some additional campaign styles and options that the Posse can try their hand at. The ***Short Story*** campaign won't last nearly as long, but provides a more structured narrative experience for the Posse based around the Missions provided in the ***Adventure Book*** from the ***City of the Ancients*** Core Set.

New Overland Actions

As the Heroes travel across the map, they'll be able to perform new, Common actions, as well as other, unique actions based on their class keywords. These actions can either boost the Posse in different ways or provide additional travel options to aid them in getting across the map quicker.

New Combat Options

With the Heroes no longer restricted to adventuring down in the dark, cramped Mines, they've now to contend with Threats on the surface world. New rules have been written to handle regular and mounted combat on the Overland map, in addition to new combat actions and new Terrain cards for adding objects to the Map Tiles that can affect your tactics. Some generic terrain map tiles have been created, based off of artwork created by the talented Madcowchef from DeviantArt, but players are free to use any other Battlemaps or Terrain tiles they have.

New Enemies - Human Villains

Not only do the Heroes face off against Lovecraftian nightmares from other dimensions, but also their fellow man! Each of the original classes have been converted into Enemies that can be fought against during your adventures in the Mines. These can be rival Posses, Epic gang leaders, bounty hunters, possessed humans, or even just random battles with some nasty individuals lookin' to fight.

New Missions

A set of 6 new Missions have been written for HexCrawl for the Heroes to test their mettle against.

New Items

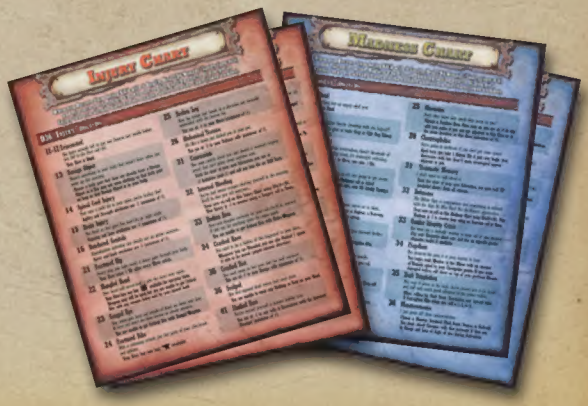
A plethora of new items have been written up that are available in the regular parts of Town, but some are only available under certain conditions when a Town allows you to purchase Advanced Gear & Services. In addition, all the Horses have been given combat stats to allow for mounted combat while fighting on the Overland terrain battlemaps or the Frontier Town battlemap.

New Class - Occultist

A new class can be played, the **Occultist**. The Occultist consults ancient tomes and delves into the darkest parts of his mind in his quest for power. His fellow adventurers won't be sure which is worse, the monsters they face or this traveling companion who taps into his own insane mind for abilities that man was not meant to know.

Expanded Injury & Madness Charts

The original Injury and Madness Charts have been updated and expanded to include even more horrific physical and mental ailments that can befall the Heroes.



ADJUSTED RULES

Although many of the same rules from the Core Game apply in HexCrawl, some rules will require revising and/or clarification in order to mesh with the rest of the HexCrawl rules. Some are needed for gameplay balance or else the game becomes too hard or too easy, though you're free to modify or ignore these as you see fit.

Ending an Adventure / Healing

In the basic game, the Posse is reset to full Health and Sanity and 1 Grit at the end of every Adventure, no matter if the Heroes fail or succeed. Not so in HexCrawl. The Posse gets one *Catch Your Breath* roll, regardless of whether or not the Posse had a Fight at the end of the Mission, and gains back 1 Grit. These are in addition to the standard *Catch Your Breath* rolls at the ends of Fights as normal, no matter where those Fights occur (in the Mines or Overland). Damage is meant to be persistent for the Heroes as they travel.

> At the End of Missions, each Hero gets one standard *Catch Your Breath* roll, gains 1 Grit and checks for Dark Stone Corruption as normal, but does NOT reset to full Health and Sanity.

Additional Keywords

Some new keywords have been added to Hexcrawl for use in Encounters and in Towns. In some cases these new keywords may be added or removed from a Hero multiple times throughout their career.

Mutant

Heroes with any mutations now automatically carry the keyword 'Mutant'. This does not change anything else about how mutations work, but comes into play in some situations within HexCrawl.

Kemosabe / Paleface

'Kemosabe' and 'Paleface' are two mutually exclusive keywords that can be picked up in certain Encounters. These are opposing keywords meant to suggest racial/cultural tensions between Euro-American Settlers and Native American Indians. In some cases they become friends with each other and earn the respect of the Indians (Kemosabe), while in other cases they are enemies of the Tribe and cursed (Paleface). The 'Kemosabe' keyword is considered equal to 'Tribal' and Heroes with the 'Kemosabe' keyword may use any items only meant for 'Tribal' Heroes as long as they hold the 'Kemosabe' keyword. The same is NOT true for 'Paleface' and 'Frontier' (though some situations will affect Heroes with both of those keywords).

Occult / Science

'Occult' has been added as part of the Occultist class and 'Science' is intended for future classes. 'Science' and 'Mutant' will sometimes occur together, though they are not equivalent to each other.

Definitions

In order to play HexCrawl, we need to redefine some key terms so that we're on the same page when it comes to explaining some concepts in the future:

Adventure

The period of time from when a Job or Mission is picked up until the time it is completed (whether or not it is actually successful).

Items/Abilities whose effects list a limitation such as "Once Per Adventure" or "One Adventure" are effective up until the group finishes out their current Adventure, including any Town Visits, travel time, and time on a Mission. If the Posse is not on a Job or Mission, then that Item/Ability may be used once until their next Adventure starts. Yes, this makes no sense if the group spends a month just traveling around before their next Adventure... Just don't do that.

Job

A type of Adventure that can take place in Towns, on the Overland map, in Mines, in Other Worlds, while on Missions, or in any combination of those places. Some Jobs may lead into Missions, in which case the Posse is on both a Job and a Mission. Jobs are only picked up through the Jobs Board, located in each Town.

Mission

A type of Adventure that usually requires the Posse to enter into a Mine to begin, though some Missions may happen as a result of failing other Missions or may be forced onto the Posse as a result of a Job or Encounter.

Town Visit or Town Stay

Both terms are interchangeable. Only counts as a Town Visit if the Heroes enter the Town, just Searching a Town hex does not count as entering a Town. After the Posse ends their Town Visit, they must wait one full day before entering the Town again.

The Drifter

The Drifter class has a Special Ability called **Danger Magnet** that affects the number of *Traveling Hazards* that the group encounters when traveling to Town. This ability should be revised to read the following when playing HexCrawl:

Danger Magnet - All Enemies Gain 1 Elite ability for free. When traveling on the Overland map, roll an additional D8 for each Drifter in the Posse and take the lowest result when determining *Wilderness Encounters*.

Note that in the Mine Blast campaign style, these extra Wilderness Encounters that you roll up do NOT require additional *Overland Hold Back the Darkness* rolls. You only roll for that if your regular daily roll at the start of the day comes back with a Wilderness Encounter.

Random Directions

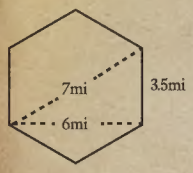
Frequently you will be told to do something in a random direction when in the Mines and on the Overland map. Use the following diagrams if you need to roll a random direction.

D8 Random Space Diagram

D6 Random Hex Diagram

OVERLAND MAP

While most of the Missions that the Heroes engage in will happen in the Mines and visits will always occur inside of Frontier Towns, a look over the HexCrawl map will reveal that sometimes there's quite a bit of distance between the two. Getting from point A to Point B will require a bit more than just rolling on the *Travel Hazard Chart* in HexCrawl.



Each hex on the HexCrawl Overland Map is considered to be 6 miles wide from flat side to flat side. Each edge of the hex is 3.5 miles long and the hex itself is roughly 7 miles tall from opposite points. Players can use the Hero marker to track the posse's position on the Overland map.

Traveling

Heroes will travel on the Overland map one hex at a time, spending Move points (MP) each hex, these Move points are used by the Posse as a whole to move across the Overland map and are not the same as those used in combat. It will become important for the Posse to keep an eye on the terrain itself that they move over. Terrain will be key in determining how far the posse can move in a single day's worth of travel. Depending on the type of campaign you with to play, the group may want to track how much in-game time has passed to get a sense of how long their campaign has gone on for. In some cases, timing will be necessary for Encounters or Jobs that have established time limits to follow.

While traveling Overland, the Heroes will find that some routes are easier to travel than others and take less time, while others will require more time and open the Posse to a higher chance of *Wilderness Encounters*. Terrain type has a direct impact on how far Heroes can travel across the map each day, with each type of terrain having a different cost in Move points to move into that hex.

The Heroes may also take certain actions to modify their Overland movement. There are both common and unique keyword abilities and also some Encounters that will provide boosts (or hindrances) to Overland Movement for the Posse.

Easy terrain (1 MP)
Hexes with roads, railroad tracks, or undestroyed Settlements.

Medium terrain (2 MP)
By default all terrain is considered Medium terrain unless some other feature on the map modifies it to be Tough or Easy. Essentially all blank hexes are Medium terrain.

Tough terrain (3 MP)
Any hexes where more than half of any kind of special terrain feature is present in the hex (Mines, mountains, hills, rivers, forests, swamps, desert, Destroyed Settlements/Town Ruins, etc) is considered Tough terrain.

Determining terrain can be tricky at times and in those cases it is left up to the player's judgment as to what type of terrain a certain hex is. Note that in cases where Easy terrain features overlay other terrain, the Easy terrain takes precedence. So when roads or railroads overlay things like rivers or mountain ranges, those hexes are considered Easy terrain.

BASIC OVERLAND ACTIONS

Heroes may now perform various actions while traveling on the Overland Map. These Overland actions each have an associated Move Point (MP) cost and may slow the Posse down, but can help in certain situations. Unless otherwise stated, these abilities (including Camp abilities) can be used multiple times per day/camp.

Move

All Heroes start off with a ***Basic Horse*** as a mount, however in some situations, one or more Heroes may lose their mount and will have to make their way on foot. If this happens, the entire Posse slows down to match the pace of any horseless Heroes. In some cases the Posse may even want to split the group, in which case movement will need to be tracked separately, along with any *Wilderness Encounter* rolls.

Move Points per Day:	
Horseback	6 MP/day
On Foot	5 MP/day*
	(**Wilderness Encounters* on 1 or 2)

At the beginning of each day, the Posse rolls to see if it has a *Wilderness Encounter* that day, then refreshes any Move points that were spent from the previous day and may travel up to its maximum Move points for the day. The group may stop early if they would like or even take some additional actions. Unused Move points do not carry over from one day to the next, they are lost if not used.

Search

While on the Overland map, the Posse may stop to explore their current area and just try to see what they can find. In some cases the Posse may find something of use, while in others they may come up empty-handed and just wasted part of their day. Some Jobs will require that the Posse Search the Overland map to complete their requirements.

To Search a hex, spend **1 MP and reveal an Exploration Token for the current hex you are on**. Each hex may only be Searched once per day, however you may return to hexes that were Searched on previous days and Search them again later on. Encounters and Growing Dread Encounters are rolled for on the relevant ***Terrain Encounters Chart***. Attack and Ambush results take place on a Terrain battlemap. Clue Icons revealed only apply to active Jobs. Door/Gate icons may be used for some Jobs, but otherwise carry no meaning when Searching.

Note that there are a few situations in which you would shuffle the Exploration Tokens: 1) you start a new game session, 2) you start a new Job, 3) whenever you transition between using the Overland map & any Map Tiles, and 4) whenever you run out of unrevealed Exploration Tokens.

Rest

In the Mines the Posse has increased abilities to heal due to the terrifying stress that their mind and bodies are under. Adrenaline allows them to recover from seemingly life-threatening injuries. On the surface world however, when not faced with existential threats to their survival, the Heroes must actually take time to rest in order to heal themselves of their injuries and regain some sense of sanity. Resting costs **1 MP** and **each Hero in the Posse may Heal any mix of D6 Wounds or Sanity**. Automatic healing abilities like those from the Saloon Girl don't automatically heal the Posse while traveling.

Press On

The Posse may push themselves to travel further by Pressing On. If each Hero in the Posse spends 1 Grit, the Posse gains an additional +2 Move points that can only be used that day and may only be used for the basic Move action. You may not perform a Horsemeat March and Press On in the same day.

Camp

The Posse may camp down for the day and each Hero may **Heal 2D6 Wounds or Sanity** (any mix). To Camp, the Posse spends **2 MP** and ends all Movement for the day. The Posse may not take any more Move actions, though they still have access to their remaining Move points to spend on other actions. Some classes may also perform special Keyword Actions while Camping.

Basic Overland Actions:

Move (1/2/3 MP)
Move one hex per use.

Search (1 MP)
Reveal one Exploration Token for the current hex the Posse is on.

Rest (1 MP)
Each Hero Heals D6 Wounds/Sanity (any mix).

Press On (1 Grit/Hero)
The Posse gains +2 MP to spend on the basic Move action for the rest of the day.

Camp (2 MP)
End all Moves for the day, each Hero Heals 2D6 Wounds/Sanity (any mix) and may take keyword actions.

SEARCHING

Revealing Exploration Tokens

When moving on the Overland map, make sure the pile of Exploration Tokens is kept shuffled. When a Search action is performed (1 MP), take note of the terrain that the Heroes are currently on and take the top Exploration Token off the pile to determine the results of that Search. The Heroes can only Search each individual hex once per day, but may Search multiple hexes while moving throughout a single day. The Exploration token results are similar to what happens while out on a Mission with some key differences.

Door/Gate Icons

Door and Gate Icons are used for some Jobs and may be used to determine whether an Attack is against Monster or Human Enemies, but are otherwise ignored while Searching on the Overland map.

Encounters

If an Exploration Token with the 'Encounter' result is revealed, roll one Encounter from the matching *Terrain Encounter Chart*. If the 'Encounter x2' result is revealed, roll up two Encounters from the matching *Terrain Encounter Chart* instead.

Attacks and Ambush Attacks

If an Exploration Token with the 'Attack' result is revealed, the Posse gets into a Fight! If an Exploration Token with the 'Ambush Attack' result is revealed, the Heroes have been ambushed! All Enemies gain +2 Initiative during the first turn of the Fight. Consult the section on 'Overland Combat' for more information on how to set up these Fights.

Growing Dread Encounter

If the Growing Dread Exploration Token is revealed, roll on the 'Growing Dread' section of the *Terrain Encounter Chart*, regardless of what type of terrain the Posse is actually currently on. In some campaign styles, additional results may occur as a consequence of a 'Growing Dread Encounter' result being revealed.

Clue Icons

Clue icons are used when the Heroes are on a Job. Frequently these will require the Heroes to find X Clue icons in order to progress or finish the Job. Consult the Job description for more information.

KEYWORD ACTIONS

Keyword actions are only available to the Posse if a Hero with that keyword is traveling with the Posse, though MP for the whole Posse is used to perform these actions. Some actions require that the Heroes have made Camp for the day. To avoid being overwhelmed, you may want to restrict these to 'Once per Adventure' or each Player/Hero only gets one Camp action.

Frontier

Animal Trapping (1 MP; Camp):
[not available to Heroes with just the 'Paleface' keyword]
Once per day while Camped, each Hero gains 1 Grit, though they still may not go above their Max Grit.

Holy

Prayer Ritual (1 MP; Camp):
While Camped, a Holy Hero and one or more other Heroes must all make a **Spirit 6+** test. If at least one Hero is successful, all Heroes that participated gain Spirit Armor 6+ until the end of the next day.

Law

True Grit (1 MP; Camp):
While Camped, each Hero may make a **Strength 5+** test. If successful, that Hero gains +1 Max Grit until the end of the next day. May only be attempted once per day.

Mutant

Mutate (1 MP; Camp):
[Not available to Heroes with just the 'Science' keyword]
While Camped, a Hero with a Mutation may attempt to ingest (P) Dark Stone to force their body to mutate. Roll once on the *Mutation Chart* and replace one Mutation you already have with the new one rolled. If a mutation that the Hero already has is the result, that mutation is removed instead of killing the Hero as normal.

Occult

Cleansing Ritual (2 MP; Camp):
While Camped, each Hero may spend D3 Dark Stone to remove 1 Corruption from themselves. This action may only be taken once per day and each Hero may only remove 1 Corruption per Ritual.

Outlaw

Highway Robbery (1 MP; Camp):
While Camped on a Road hex, make an **Agility 5+** or **Strength 4+** test to rob an unsuspecting traveler on the road. If successful, you gain $25. Any other Hero in the Posse may attempt to block your attempt by rolling at or above your skill test using the same skill. If they match or beat your number of successes, they block your attempt. They gain **25 XP** if successful and you get nothing.

Performer

Traveling Act (2 MP; Camp):
The Posse takes time out from adventuring to play as a performance group and entertain travelers. May only be attempted once per day. While Camped on a Road hex, each Hero in the group may attempt any Skill test at any difficulty from 4+ up to 6+. For each success, that Hero gains **$5 X the difficulty of the Skill test** (ex. Agility 6+ = $30 per success [$5x6]). If any Hero rolls a 1 on their test, that Hero bungles something and after their performance the Heroes are booed away. They may not perform this action for the next week as word of their terrible performance spreads far and wide.

Science

Field Surgery (1 MP; Camp):
[Limit one attempt per Injury; not available to Heroes with just the 'Mutant' keyword]
While Camped, a Science Hero may attempt to remove one Injury gained within the last day from another Hero. The Science Hero must make a **Cunning 6+** test and if successful, the Injury is healed. If any 1's are rolled however, the Surgery fails and the Hero who was being operated on rolls once on the *Injury Chart*.

Scout

Scout Ahead (1 MP):
Once per day on the Overland map, the Posse may discard and re-draw an Exploration Token just revealed. Does not require the Posse to be in Camp.

Showman

Extreme Caution (1 MP):
You may downgrade an Ambush Attack to a regular Attack while on the Overland map. Does not require the Posse to be in Camp.

Strange

Find Trouble (2 MP; Camp):
You may only take this action while Camped. At the beginning of the next day, you will be Ambushed by a Threat one level higher than the Posse's level (may not be downgraded to regular Attack). The next Exploration token that you reveal after that will have a Clue Icon attached to it, in addition to any other results on the Exploration token itself (Clue Icons are not cumulative). This may only be done once per Job or Mission.

Traveler

Horsemeat March (0 MP):
Once per day and only if all Heroes own Horses, the Posse gains Move points for the day. At the end of the day, roll a D8. On a 1, a Random Hero in the Posse loses their Horse from exhaustion. The extra Move points can only be used that day and may only be used for the basic Move action. You may not perform a Horsemeat March and Press On in the same day. Does not require the Posse to be in Camp.

River Rafting (2 MP; Camp):
While Camped, the Posse may try to build a crude raft to take them down the river during the next day's travel. All Heroes in the Posse must make a **Strength 4+** test. If successful, the next day the Posse may spend 1 MP to travel to any hex along that river until the end of the day. The raft breaks apart after that.

Train Hopping (2 MP):
[Heroes with the keyword 'Law' may not use this ability]
While on a rail line, each Hero in the Posse may give up their horse to attempt to hitch a ride on a passing train for free. Each Hero that does this makes an **Agility 4+** test. If successful, those Heroes that catch the train may travel to any Town along the rail line.

Those that fail the attempt take **D6 Wounds** (ignores Defense) in the attempt and must roll an additional D6. On a 1, they also roll on the *Injury Chart*. Those Heroes that don't travel with the others may travel as normal and the Posse moves separately until it joins back up. If any Heroes remain, they may Move with any horses that are left behind, otherwise if no Heroes are left, all Horses/Transport items are lost. Does not require the Posse to be in Camp.

Tribal

Spirit Guide (1 MP; Encounter):
[not available to Heroes with just the 'Kemosabe' keyword]
Once per day after rolling up a Wilderness or Terrain Encounter, the Posse may re-roll for a different Encounter while on the Overland map. Does not require the Posse to be in Camp.

Youth

Horseplay (1 MP; Camp):
While Camped, at least one Youth Hero and any other Heroes may make opposed Agility rolls. The Hero or Heroes with the highest number of successes gains **10 XP**, while the Hero or Heroes with the lowest number of successes gets **D3 Wounds** (ignoring Defense). The Posse only has enough time for Horseplay once per day... now get to bed.

ENCOUNTERS

Wilderness Encounters

At the beginning of each day, a single player in the Posse rolls a D8 to determine if they have a *Wilderness Encounter*. On a result of 1 (or if anyone in the Posse is on foot, on a 1 or 2), the Heroes have a *Wilderness Encounter* and roll on the ***Wilderness Encounter Chart*** to see what they find. Players may want to assign a single person to this duty or can pass it around for longer journeys. If using *Wilderness Encounters*, any mention in the regular rules of the ***Travel Hazard Chart*** also refers to the ***Wilderness Encounters Chart***. The group may use the ***Wilderness Encounters Chart***, the ***Travel Hazards Chart***, and the ***Expanded Travel Hazards Chart*** interchangeably as they wish throughout their travels, but should probably stick to one of those Charts for consistency. The ***Wilderness Encounters Chart*** specifically references movement on the Overland map.

If *Wilderness Encounters* don't happen often enough for your group, feel free to adjust the dice type to a D6 or even raise the trigger number. Keep in mind though that the more *Wilderness Encounters* that you have, the more time you'll spend on the Overland map vs having Adventures in Mines or Towns.

Terrain Encounters

If an 'Encounter' or 'Encounter x2' result is revealed while the Posse is Searching hexes on the Overland map, the Posse rolls for each result on the relevant ***Terrain Encounter Chart***, with each type of terrain dictating a different table to roll on. The Posse only rolls once on the ***Terrain Encounter Chart*** for the entire Posse. When dealing with multiple Terrain types or features, the order that an Encounter should be selected is: Towns/Ruins/Mines > Railroads > Roads > Rivers > Mountains > All Other Terrain types.

Growing Dread Encounters

If a 'Growing Dread Encounter' result is revealed while the Posse is Searching a hex, ignore the type of terrain the Posse is currently on and instead roll on the 'Growing Dread Encounter' section of the ***Terrain Encounter Charts***.

TRANSPORTATION

Horses

Note that the terms 'Horses' and 'Mounts' are used interchangeably and either refers to any Transport animals, whether Horses or not. Specialty Horses that give additional benefits still behave as normal and provide the same overland speed as a ***Basic Horse*** (6 MP) unless otherwise noted, but any extra XP is not gained until the completion of an Adventure. Heroes do not gain XP for simply traveling around the map. See the individual Horse's stats with the rest of the HexCrawl items for more information on how these behave in HexCrawl.

Carts

Some items allow the entire posse to travel together on a single "mount", such as the ***Stage Coach*** or the ***Covered Wagon***. In those cases, as long as there is room on the special mount, everyone in the group is considered to be traveling on horseback and *Wilderness Encounters* only occur on a roll of 1. That benefit is lost if the party decides to travel separately on the Overland map. Also note that those special mounts are lost if an effect would kill, destroy, or otherwise remove any Heroes' mount in the traveling group, regardless if it affects the Hero who actually owns the mount or not. As long as the Heroes still possess their Basic or Specialty Horses, they will still be considered to be traveling on horseback, even if their Cart item is lost.

For purposes of benefits and abilities, the ***Stage Coach*** behaves as normal and travels at the same speed as ***Basic Horses*** (6 Move points), though the bonus XP is not gained until the end of an Adventure.

Trains & Steamboats

When traveling by train or steamboats, players do not roll for a *Wilderness Encounter* and simply travel to their destination. However, when players are riding horseback over train tracks as Easy terrain, players would still roll for a *Wilderness Encounter* each day. Note that only certain Towns on the map will give access to riding trains on the rail line (on the ***Town tracker***) or steamboats on a river (on the ***Town tracker***).

Heroes may travel by train to and from any other Towns on the rail line. When traveling by train, Heroes may only travel to Towns on the rail line and cannot stop midway on the tracks. Although the Ruins of Brimstone have train tracks leading up to them, players cannot travel there by rail, though the rails that are there still count as roads.

When traveling by steamboat, the Heroes can travel to any hex on or adjacent to a river that is adjacent to the Town.

FRONTIER TOWNS

Just as in the basic game, the Posse will want to stop off at Towns in between Jobs or Missions to rest, recharge, and visit Town Locations to Buy/Sell Purchase Items or Services. For the most part, the Town Visit phase is left largely untouched, though there are some notable differences.

With the release of the ***Frontier Town*** expansion, Heroes have some additional Town Types and Town Locations to visit which requires some slight adjustments to the Town Setup step when moving around the HexCrawl Overland map. In addition, some players may not own the ***Frontier Town*** expansion, so some of the steps here will vary depending on whether or not you own the expansion. In previous versions of HexCrawl, the Hotel & Campsite Locations were sometimes not present in a Town, these should now be included in all Towns at the outset, though in some cases they can still be Destroyed. Towns are **Destroyed** if there are no Town Locations left (excluding the Hotel & Campsite Locations).

Visiting a Frontier Town

To begin the Town Visit phase, the Posse simply moves onto a hex containing a Settlement or Town. No additional Move points need be spent to visit a Town once the Posse has entered that hex, entering a Town is considered a 0 MP action. However, once a Posse ends their Town Stay, they must wait one full day before they can re-enter that same Town (making an additional roll for a *Wilderness Encounter* at the beginning of the day as well).

Town Set Up

The Town Set Up phase is slightly different depending on whether or not your group is including the ***Frontier Town*** expansion in your game.

Town Set Up (*with Frontier Town expansion*)

1) Town Size	(D8)
2) Town Type	(2D6)
3) Town Trait [roll for 1]	(D36)
4) Town Locations [tokens/roll]	(D12)

Town Set Up (*without Frontier Town expansion*)

1) Town Size	(D6)
2) Town Keyword	(D8)
3) Town Traits [roll for 2]	(D36)
4) Town Locations	(D6)

Town Size

A Town's Size rating determines how many Locations can exist in that Town and also influences how much of an investment the Heroes must make if they want to help build Locations at that Town (see 'Town Construction' for more information on building Locations). Note that a Town's Size may change over time through the destruction of Locations or the building of new ones. Size 8 is the maximum size a Town can be. A Town's Size rating decreases if the number of Locations in that Town is at or below the next Size rating down. The Town's Size rating increases if it has a number of Locations above its current Size rating.

To determine a Town's initial Size, players with the Frontier Town expansion should roll a D8, while players without the expansion should roll a D6:

D8/D6	Town Size
1-4	Size 4 Town (1–4 Locations)
5-6	Size 6 Town (5–6 Locations)
7-8	Size 8 Town (7–8 Locations)

Town Type

[Required when Using the Frontier Town expansion]

Town Types were introduced with the ***Frontier Town*** expansion and include a number of new rules to follow and activities for Heroes to engage in. Each Town Type has its own keywords, so rolling for a Town Keyword is not necessary with the ***Frontier Town*** expansion.

To determine a Town's Type, roll 2D6 on the ***Specialty Town Types Chart*** to determine what type of Town they are dealing with. Reroll a Town Type if the Type doesn't make sense with where the Town exists on the map:

- Towns not near a river should not be River Towns
- Towns not on the Rail line cannot be Rail Towns
- Towns not near mountains may not make sense as Mining Towns
- As an option, you may want to avoid using the Town Ruins type for the initial Town Setup, though Towns may become this Town Type at a later time (see 'Town Destruction' section for more info).

2D6	Town Type
2	Town Ruins
3	Haunted Town
4	Plague Town
5	Rail Town
6, 7, 8	Standard Frontier Town
9	Mining Town
10	River Town
11	Mutant Town
12	Outlaw Town

Town Keyword

[Required when NOT Using the Frontier Town expansion]

A Town's Keyword gives a sense of the most influential group within this Town and tells the Posse what that Town's priorities are.

To determine a Town's keyword, roll D8 on the following table. A Town's keyword also determines a default Location in that Town. Add this Location to the Town before adding in any other Locations. In previous versions of HexCrawl, a Town's keyword had matching and opposed keyword effects, these can be dropped in order to simplify the Town Visit phase.

D8	Town Keyword	(Location)
1	Traveler	(General Store)
2	Showman/Performer	(Saloon)
3	Holy	(Church)
4	Science/Mutant	(Doc's Office)
5	Law	(Frontier Outpost)
6	Outlaw	(Saloon)
7	Tribal/Kemosabe	---
8	Frontier/Paleface	(Frontier Outpost)

Town Traits

Town Traits are additional unique, sometimes bizarre features about the Town that you might not find anywhere else. These might be general traits about the people themselves or something peculiar about the local area that affect the Posse's Town Visits and/or what Locations are possible in the Town.

Roll D36 (D6+D6) to determine the Town's Trait using the ***Town Traits Chart*** (see next section). If you are using the ***Frontier Town*** expansion, only roll for one Town Trait. If you aren't using the expansion, roll for two Town Traits instead.

Town Locations

After all the Traits/Types/Keywords and such are out of the way, you can now start populating the Town with Locations. This can be done by either rolling on one of the following tables or choosing Town Location Tokens at random. Remember that certain Towns automatically start with some Locations (depending on Keyword or Type) while other Locations may be restricted from ever existing in a Town, either at the start or in the future.

D12	Location *(with Frontier Town expansion)*
1	General Store
2	Frontier Outpost
3	Church
4	Doc's Office
5	Saloon
6	Blacksmith
7	Sheriff's Office
8	Gambling Hall
9	Street Market
10	Smuggler's Den
11	Mutant Quarter
12	Indian Trading Post

D6	Location *(without Frontier Town expansion)*
1	General Store
2	Frontier Outpost
3	Church
4	Doc's Office
5	Saloon
6	Blacksmith

Town Construction

For a cost, the Heroes may opt to build new Locations in Town. Newly built Locations must not conflict with a Town's Keyword, Type, or Trait(s) (i.e. no Sheriff's Office in an Outlaw Town, etc). Each Town has a Size rating (4, 6, or 8) and each has different modifiers and prices that affect the permanency of new Locations (see *Town Build Chart*).

The maximum amount of Locations a Town can ever have is 8. If building a new Town Location would increase the size of the Town to a Size rating above it's current one, then the higher Size rating modifiers and prices are used. Duplicate Town Locations may not be built. If Locations are ever Destroyed in a Town, the Size rating of that Town will decrease to match (prices/modifiers will adjust as well).

1. The Posse decides it wants to build a new Location in Town. All Heroes that are attempting to get the Location built must spend a full day trying to setup the deal and must make a Group **Cunning 6+** or Group **Luck 6+** test to see if they are able to arrange the deal. As long as one Hero is successful (each successful Hero gains **10XP**), the Heroes may proceed to build the new Location. Only one attempt may be made per Town Visit.

2. The Posse pays out its Initial Investment into the Location, with the amount invested affecting the chances of that Location staying open permanently. However, there's always a chance that something happens and the Heroes lose out on their money.

3. For that Town Visit and for the next 7 days afterwards, the Posse may visit the new Location in that Town. All Heroes in the Posse get a $25 or 10% discount (whichever is greater; min price $25) from that specific Town Location as long as it exists.

4. After 7 days, the Posse makes a 2D6 roll on the *Town Build Chart* to determine if the Location stays open permanently. If you roll the Target # for that Town's Size and the amount of your Initial Investment, the new Location is permanent, otherwise it closes up shop and is **Destroyed**.

Town Build Chart (roll 2D6)

	Initial Investment				
	Size 4	Size 6	Size 8		Target #
(# Locations)	(1-4)	(5-6)	(7-8)		
	$1000	$1500	$2000	=	12+
	$2000	$3000	$4000	=	10+
	$3000	$4500	$6000	=	8+
	$4000	$6000	$8000	=	6+
	$5000	$7500	$10000	=	4+
	$6000	$9000	$12000	=	3+

Town Destruction

Whenever all the Locations in a Town are Destroyed, the Town itself is also **Destroyed**. As Locations are Destroyed, a Town's Size rating should change along with the number of Locations in that Town. So if a Size 6 Town with only 5 Locations loses one more Location, that Town then becomes a Size 4 Town.

When Towns are Destroyed in HexCrawl it is meant to usually be a permanent affair and for the base game it is, either a Town is Destroyed or it is not. For the *Frontier Town* expansion however, you have two options for how you want to handle Destroyed Towns:

- A Town is Destroyed permanently
- A Town that is "Destroyed" instead becomes the Town Ruins type. Towns are not truly Destroyed until all Town Locations are Destroyed. This would be a bit more of a forgiving play style (especially with the *Mine Blast* or *Hell on Earth* Campaigns) and allows you to incorporate the Town Ruins type into a game over time, rather than at the onset.

Town Traits Chart

D36 (D6x10+D6) Town Traits Chart

11 **Dry**
This Town has declared alcohol to be a vile sin and forbids the purchase of or the imbibing of any alcoholic demon drink. Heroes may not purchase any alcoholic Side Bag Tokens here but may attempt to sell them at the Camp Site for twice the price. When attempting to sell, roll a D6. On a 1 or 2, the sale is discovered and the Heroes must end their Town Stay and cannot enter Town for a week.

12 **Dark Secret**
This Town has a secret so horrible the Town itself would be torn apart were it to ever come to light. Every time the Posse enters for a Town Stay, a Random Hero makes a **Cunning 6+** test. If three successes are made on a single roll, this vile secret is discovered and this Town is **Destroyed**.

13 **No Stones Allowed!**
[Reroll if the Town is the Mining Town type]
The people here are fed up with Dark Stone and don't allow any Dark Stone into the city. You may not buy or sell any Dark Stone, Gear with the Dark Stone symbol, or any Dark Stone Upgrades while in this Town.

14 **Dark Stone Infused**
Everything here is coated with a fine Dark Stone dust. Each Hero takes **1 Corruption Hit** for each day that they stay here during a Town Visit.

15 **Shortages**
[Reroll if the Town is the Mining Town or Rail Town type]
This Town is having trouble getting ahold of the basic necessities and there are shortages on most items here. Side Bag Tokens may not be bought here, but may be sold for twice the listed price. Also, whenever a Hero wants to buy a Purchase Item, roll a D6. On a 1, 2, or 3, that Item is not in stock.

16 **Obligation**
A Random Hero has some sort of financial obligation in this Town (family, lover, property, etc) and must pay **D3x$50** whenever visiting this Town or else gain **1 Corruption point** with no Willpower save.

21 **Degenerate**
[Reroll if the Town has the keyword 'Law' or the trait 'Law-Abiding']
The womenfolk here aren't safe to walk the streets alone. Any Female Hero that visits a Town Location without a Male Hero is at risk of being assaulted. If unaccompanied, make a **Strength 4+** test. If failed, that Female Hero takes **1 Hits** (1 Damage each) and rolls on the *Injury Chart* if she suffers more than 3 Wounds.

22 **Bad Water**
Folks here tell you not to touch the water, whether to bathe in or drink, it's got things crawlin' around that ain't healthy. Oddly enough, the townsfolk don't seem much affected by it. At the beginning of each day, every Hero makes a **Strength 4+** test. If failed they are at **-1 Health** until the end of the next Mission.

23 **Inbred**
Everyone in this Town is related to everyone else here and it's makin' the people not right in the head. You may only Purchase Items in this Town. All other Services, Rituals, or other actions are unavailable on account of being too complicated for folks here to figure out.

24 **Xenophobic**
[Reroll if the Town has the keyword 'Mutant' or is the Mutant Town type]
Heroes with any Mutations roll twice for Location Events and always take the lesser of the two results. This Town should never include the Mutant Quarter Location.

25 **Unstable Gate**
[Reroll if the Town has the trait 'Peaceful']
Sometimes Gates open up in Town. Whenever the Posse enters this Town, All Heroes make a **Luck 4+** roll. If failed, **Attack! - Draw a Threat card** at the Posse's Threat level. If this fight is failed or escaped, **Destroy** one Town Location.

26 **Foreigners**
A colony of some foreign folk live here and it's hard to figure out where anything is because none of them speaks proper 'Merican. Whenever a Hero would visit a Town Location, go to a Random Town Location instead.

31 **Heathens**
[Reroll this trait if the Town already has the 'Religious Cult' trait or keyword 'Holy' or is the Plague Town type]
Heroes with the keyword 'Holy' or 'Occult' roll twice for Location Events and always take the lesser of the two results. Replace the Church with another Location if it is setup in this Town.

32 **Cannibals!**
The people of this Town have taken to questionable practices. Whenever the Posse enters this Town, **Attack! - Roll a Human Threat** at the Hero Posse's level. If all Heroes are KO'd during this fight, all Heroes roll on the *Injury Chart* 3 times. The Heroes may not stay at this Town (*not even at the Camp Site*).

33 **Religious Cult**
[Reroll this trait if the Town already has the 'Heathens' trait]
The townsfolk here are overzealous and won't abide unbelievers. Heroes that do not have the keyword 'Holy' roll twice for Location Events and always take the lesser of the two results. There must always be a Church in this Town. Replace another Location with the Church if it is ever Destroyed for any reason.

34 **Boring**
Folks here are boring as hell. Remove any other Town Traits/Types/Keywords from this Town and do not roll for any other Traits.

35 **Bartering**
The people here don't care much for Gold and it may not be used to Purchase Items here. All Items that are traded directly for Items or Services are worth their listed sell value, however, no change is given.

36 **Corrupt**
[Reroll this trait if the Town has the keyword 'Law']
Corruption is widespread in this Town. Each Hero must pay a **$25** bribe for each day they stay in Town or else they must end their Town Visit immediately.

41 **Thieving**
[Reroll if the Town has the 'Law-Abiding' Trait or the keyword 'Law']
Whenever the Posse enters this Town, they are immediately targeted by a gang of pickpockets & thieves. Each Hero makes an **Agility 4+** roll. If failed, that Hero has lost **D3X$50** worth of Gold, Gear or Side Bag Tokens (*your choice*).

42 **Slavers**
The people in this Town have turned to slavery to deal with their hardships. Whenever you visit Town Locations, take **D6 Corruption Hits**. A Hero may attempt to free slaves from a Town Location by making a **Strength 6+** test. **Destroy** that Location, gain **50XP**, and end the Posse's Town Stay. You may not visit again for a week.

43 **Amazonian**
Women have banded together here and don't care much for men. Male Heroes roll twice for Location Events and always take the lesser of the two results.

44 **Peaceful**
[Reroll if the Town has the keyword 'Outlaw' or has the 'Unstable Gate' trait or is the Outlaw Town type]
No weapons of any sorts are permitted in this Town. While in Town the Heroes do not have access to their weapons and may only use their fists in Combat. The Heroes may not purchase or sell any Weapons, Ammunition, or Weapon Upgrades while in Town.

45 **Addicted**
The people of this Town are in the throes of a terrible addiction and will go to any lengths to get it. Each Hero makes an **Agility 4+** roll for each day they stay in Town. If failed, that Hero loses an Alcohol or Herb Side Bag Token (*their choice*).

46 **Nightmares**
Every night you stay in this Town your sleep is troubled with horrifying nightmares. Each Hero takes **3 Horror Hits** every day they stay in Town. Sanity Damage gained from this cannot be Healed until after you confront your fears and finish another Mission.

51 **Artifact Decay**
Something about this Town don't react well with them artifacts people been pulling up from the Mines. Each Hero that carries any Artifacts rolls a D8 whenever they enter this Town. On a 1, 2, or 3, add a Corruption token to an Artifact (*your choice*). With 3 Corruption tokens, that Artifact is **Destroyed**.

52 **Bad Luck**
There's something not quite right about this place and it seems to be contagious. At the beginning of each day in Town, All Heroes make a **Luck 5+** roll. If failed, move the Darkness marker two spaces on the Town Event Track instead of the normal one per day.

53 **Black Market**
The Heroes may visit any Town Location they want to, whether or not it "officially" exists in this Town. Prices are $50 more expensive for any Purchase Items or Services at Black Market Locations (*regular Town Locations have normal prices*). If a Town Location is ever Destroyed, a Black Market Location will spring up to replace it. If all Town Locations are Destroyed in this Town, the Town itself is **Destroyed**.

54 **Jovial**
Despite the circumstances, the people here seem downright happy and unphased, which is just somehow wrong. When rolling on the ***Town Event Chart***, roll twice and take the higher of the two rolls.

55 **Constructive**
Whenever the Heroes enter this Town, if any Town Locations have been Destroyed, the Posse rolls a D8. If an 8 is rolled, add a new Town Location. This roll is not made again until another Mission is completed.

56 **Cattle Yard**
Heroes here can make some extra cash on the side by helping out herding or slaughtering cattle. Instead of visiting a Town Location, a Hero may make an Agility or Strength Skill test for the day to earn some money. For each roll of 2-5, gain $25. For every roll of 6, that Hero gains $100. If a 1 is rolled, that Hero earns nothing and has suffered an accident, roll on the ***Injury Chart*** instead.

61 **Law-Abiding**
[Reroll this trait if the Town type is an Outlaw Town or if the Town already has either the 'Degenerate' or 'Thieving' Trait or the keyword 'Outlaw']
Folks here are proper and don't much tolerate disreputable persons. Heroes with the keyword 'Outlaw' roll twice for Location Events and always take the lesser of the two results. This Town should never include the Smuggler's Den Location.

62 **Fancy House**
Every night you stay in this Town, each Hero rolls a D8. On a 1 or 2, a Male Hero loses **$50** and gains the keyword 'Rash'. While you have 'Rash', your Hero is **-25% Health** (*rounded up*). This may be removed at the Doc's Office with a Surgery attempt. On a roll of 8, that Hero instead loses **$100** and may remove one Madness. Female Heroes who roll a 7 or 8 may gain **$100** if they choose to.

63 **Unstable Economy**
This Town is in a constant state of flux and you can never tell who's set up shop and it's always something different every time you come here. Choose different Town Locations each time you come here for a Town Stay (*Keyword Locations or Town Type Locations are the only constants, must still follow any restrictions*).

64 **Dimensional Paradox**
This Town is caught in a weird vortex at the junction of two realities. Pick a second, different Keyword or Town Type, depending on if you own the ***Frontier Town*** expansion. Whenever you enter Town, roll a D6. On an <u>even</u> roll, it is the 1st Town Keyword/Type, on an <u>odd</u> roll it is the 2nd Town Keyword/Type. Locations stay the same though and may conflict with the rules… it's a paradox.

65 **Well-Defended**
This Town has **Armor 5+**. Whenever a Town Location or the Town itself would be Destroyed, roll a D6. On a 5 or better, that Location or the Town is not Destroyed.

66 **Unique Location**
There's an expert or artisan in Town that is renowned throughout the region and beyond. Choose one of the Town's Locations at Random. You may purchase Advanced Gear & Services from this Location in this Town.

EXPANDED COMBAT OPTIONS

Some additional Attack actions and tokens may be used while the Heroes are engaged in Fights out in the world or in the Mines. The Stranglehold and Capture actions are only available against Human Enemies and cannot be used against Enemies with the keywords Beast, Void, Demon, or Undead, while the other actions are restricted to Medium or smaller Enemies.

New Attacks

Push

In place of a Melee Attack, you may try to Push an Enemy backwards. To Push, make a normal Combat Melee Attack roll and if successful, do no damage and instead Push the Enemy back 1 space. If your Push is a Critical Hit, the Enemy also loses their next Activation. The Enemy is not moved if there is no open space for them to move into, though they may still lose their next Activation if it is a Critical Hit. Only possible on Medium or smaller Enemies. Uses up 1 Combat action.

Pull

In place of a Melee Attack, you may attempt to Pull an Enemy forward and move them to a different space. To Pull, make a normal Combat Melee Attack roll and if successful, do no damage and instead Pull the Enemy into any other space that is open and adjacent to your Hero. Only possible on Medium or smaller Enemies. Uses up 1 Combat action.

Stranglehold

As your only action for your Activation, you may grapple with a Human Enemy and try to get them in a stranglehold. While adjacent to an Enemy, roll for an **Agility 4+** or **Strength 4+** test. If successful, that Enemy takes either **1** or **D3 damage** (your choice) and they are unable to Move or Activate during their turn. To maintain the Stranglehold you need to successfully perform the Stranglehold action each turn and cannot Move or perform any other actions, otherwise the Stranglehold is broken. Any Stranglehold attempt consumes your entire Activation and you can perform no other actions, no matter how high your Combat.

Capture

Human Enemies can sometimes be Captured during combat by a Hero to fulfill a Job or Mission objective. To capture a Human Enemy alive, you'll need to get them down to 1 Health and try to immobilize them. Any Hero can try this by making either an **Agility 6+** or **Strength 6+** test while adjacent to the Human Enemy. If the Enemy is immobilized in this manner, they are out of the Fight for good and the Fight is over when all other Enemies are defeated. That Enemy is captured and may be brought in to complete a Job or Mission objective. Capturing an Enemy without a specific Job or Mission in place is possible. The Capturing Hero gains **+5 XP** in addition to the regular XP for defeating an Enemy. Any Capture attempt consumes your entire Activation and you can perform no other actions, no matter how high your Combat.

Lasso

Requires Rope Gear. Make a Ranged Attack (Shots 1, Range 3) against a Medium or smaller Enemy. If successful, does no Damage, but Enemy loses their next Activation. To maintain a Lasso on an Enemy, a Hero must have one free hand open and uses up 1 Combat to maintain the Lasso. At the start of that Enemy's following Activation, they must make an Escape 4+ test or else they lose their Activation again. If they escape, you must make another Lasso attack if you wish to immobilize them. If a mounted Hero moves while an Enemy is Lasso'd, that Enemy takes D3 Hits at the end of the Move and is moved space-for-space with the Hero.

Terrain Cards

With this release of HexCrawl comes a new card type, Terrain cards, to use as an option while Adventuring down in the Mines. These provide variant rules for playing with additional bits of terrain/objects that can change up your tactics in a fight. The suggestion is that you maintain a small facedown deck of these cards and only draw and place terrain tokens on Map Tiles when you draw a Clue icon. Some Tokens come standard with the Core game, while others are found with the HexCrawl Tokens.

Placing Terrain Tokens

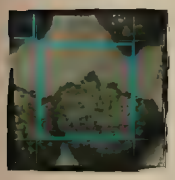
Each Terrain card will specify how many Terrain Tokens will get placed on a Map Tile. Determining placement is up to the Posse, though there are suggested spreads on the cards themselves. To use the spreads, locate the approximate center of the Map Tile and place the Tokens accordingly, or for some randomization you can roll via the Random Space Diagram and another die and place Tokens that way. Otherwise, you could just take turns placing Tokens by player choice or just leave it up to the GM player if playing with that option. You could also probably just drop them onto the Map Tile and play them where they fall.

OVERLAND COMBAT

In certain situations, the Posse can now enter into battle while on the Overland map. In those cases you'll need to make use of a terrain battlemap or even the town battlemap provided with the *Frontier Town* expansion if you have it. Some generic battlemap options are provided if you don't have any on hand (courtesy of Madcowchef from DeviantArt). Battle largely occurs as normal except that each turn the *Hold Back the Darkness* roll is skipped, unless specifically called for from an effect, Mission or Job.

Battlemap Terrain Features

The included generic battlemap tiles use markings based off of Fantasy Flight Games' Star Wars Imperial Assault system, along with some other map features unique to Madcowchef's map tiles. Note that extra Move costs do not stack with each other.



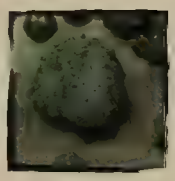
Difficult
Indicated by a solid blue border surrounding a space. A Model must spend **one additional Move point** to enter or Move through a space of Difficult terrain. Moving out of Difficult terrain does not cost extra. Enemies with Flight are not affected by Difficult terrain.

Impassable
Indicated by a dotted red border between spaces on the map. Models cannot Move through dotted red lines. Two spaces separated by a single dotted line of Impassible terrain are adjacent, while spaces separated by more than one dotted line are not adjacent. Line of Sight can be traced through Impassible terrain. Enemies with Flight may move through Impassable spaces unaffected, but may not end their Movement on an Impassable space.

Blocked
Indicated by a solid red border surrounding a space. Models cannot Move into or trace Line of Sight through spaces of Blocked terrain. Enemies with Flight may move through Blocked spaces unaffected and have Line of Sight, but may not end their Movement on a Blocked space.

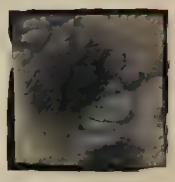
Walls
Indicated by a black line that appears between spaces. Two spaces separated by a Wall are not adjacent. Figures cannot Move through or trace Line of Sight through Walls. Enemies with Flight may move through Walls unaffected and have Line of Sight.

Water
Water is Difficult terrain. Moving through Water costs **1 extra Move** and if a '1' is ever rolled for Grit while starting your Activation on a Water space, you lose your Activation for the Turn. Enemies with Flight are unaffected by Water.



Bushes
Moving through Bushes costs **1 extra Move point**. Adjacent Models roll Cover 6+ if a Bush is between them and a Ranged Attacker. Enemies with Flight may move through unaffected and cannot use Bushes for Cover. Smaller Bushes have no effects (use player discretion).

Waterfall/Rapids
Moving into or through a Waterfall/Rapids space costs 1 extra Move. Whenever a Model starts their Turn on or enters into a Waterfall/Rapids space, immediately make an **Agility 6+** check or else get Pushed D3 spaces downstream and take **D6 Hits** (1 Damage each). You also lose your Activation for the Turn. Enemies with Flight are unaffected by Waterfalls/Rapids.



Cliffs
Moving into or through a Cliff space costs 1 extra Move. Upon entering a Cliff space, immediately make an **Agility 4+** test or else fall down and take **D6 Hits** (1 Damage each). You also lose your Activation for the Turn. Smaller Cliffs have no effect. Enemies with Flight are unaffected by Cliffs.

Log Bridge
While moving onto or through any spaces with the Log Bridge, make an **Agility 4+** roll. If Failed, stop all Movement and you lose your Activation for the Turn. Enemies with Flight are unaffected by Log Bridges.

Battlemap Set Up

When constructing a terrain battlemap from the provided 7x7 gridded Map Tiles, place two together to form a 7x14 grid for Low and Medium Threats. For High and Epic Threats, place 4 together in a 14x14 grid. If your battles are getting too big, you may even want to add more Map Tiles to allow movement past the normal boundaries. The Heroes are outside, there are no walls.

Low/Medium Threats

High/Epic Threats

Overland Attacks & Ambush Attacks

When placing Heroes for a normal Fight that are triggered on the Overland map, place them roughly at the center on one edge of the battlemap and the Enemies on the opposite side of the battlemap, following the same placement rules as you normally would.

When setting up for an Ambush Attack triggered on the Overland map, place the Heroes in the center of the battlemap at least two spaces away from every other Hero. Then place the Enemies around the Heroes similar to how you would an Ambush Attack in the Mines (same bonus to Initiative).

Escaping from Overland Combat

In some situations Heroes or Enemies may need to make a tactical retreat or risk getting knocked out and/or killed. To Escape from an Overland battle, a figure needs to make it to a space along the edge of the battlemap. Make an Escape 3+ test (if no Enemy is adjacent, otherwise go based off the Enemy's Escape rating). If successful, that figure is removed from the rest of that battle and has gotten away.

Adding Map Tiles

Sometimes during combat, models may reach the edge of a terrain Map Tile and don't necessarily want to Escape from combat. It doesn't make sense that they suddenly hit a wall in the middle of a grass field. If you want you can just add on terrain Map Tiles to the edge of the battlemap to expand the fight in a different direction. In this way, the battlemap itself may grow organically with the fight. This may be especially useful for Fights involving Mounted combat where you have Heroes on horseback rushing around the map at high speeds.

Area Effects

Note that Enemy abilities like Terror which normally only affect Heroes on the same or adjacent Map Tiles, instead affect ALL Heroes involved in Combat, regardless of range.

MOUNTED COMBAT

With Combat occurring on the Overland map, Heroes can engage in Combat while on horseback since they aren't restricted to the cramped Mines anymore. If you decide to allow mounted combat in your games, you'll need to track your Horse's stats, as well as pay attention to facing. Heroes only go into Combat with their Horse if they opt to, otherwise it's assumed that those Heroes have tied their Horse somewhere before engaging in a Fight.

A mounted Hero takes up two spaces and is considered adjacent to all spaces surrounding them and the Horse (though their facing determines movement and some combat options). Stats are provided for all the Horse "items" along with other HexCrawl items. Note that in the following sections, the terms 'Mounts' and 'Horses' will be used interchangeably. Whether a Transport item is an actual Horse or some other alien animal, the rules will still be the same. Note that Carts cannot be brought into Combat.

Riding A Horse

A mounted Hero may get on and off their Horse for 1 Move. If a Horse is Spooked or moved within the last turn when they try to get on, it will cost 2 Move and the Hero will need to make an **Agility 5+** test to see if they are successful. If unsuccessful, the Hero will need to try again.

A mounted Hero moves at a basic pace of 6+D6 Move per turn (if rolling to move) or with a set Move 10 if playing Fixed Hero Movement. Horses may also move diagonally forward, but cannot sidestep. Moving forward costs 1 Move as normal, but turning with a Horse costs 3 Move to make 90° turns in either direction and the Horse must maintain facing as it turns. A mounted Hero may either turn forward or back into a turn.

Horses may move through spaces occupied by Small or Medium figures, but will Trample them, those figures take **D6 Hits** (whether friendly or not, 1 Damage each Hit). When a Hero is riding a Mount, the Mount's Move is used and the Hero no longer uses their Movement. If a Hero gets onto a Horse and then wants to move after that, roll what the Horse's movement would have been and then subtract whatever amount the Hero has moved from the Horse's Move.

So for example, if a Hero moves 3 spaces, then jumps onto a stationary Horse for another 1 Move, that Mounted Hero would then have -4 Movement left while on top of the Horse.

While on horseback, a Hero cannot shoot directly backwards unless using a pistol and your Range To Hit rolls are -1. A Hero can only make Melee attacks against adjacent figures on either side of the Horse's model, but cannot make Melee attacks to the front or rear spaces of the Horse. Melee Hits do +1 Damage while on horseback.

Targeting

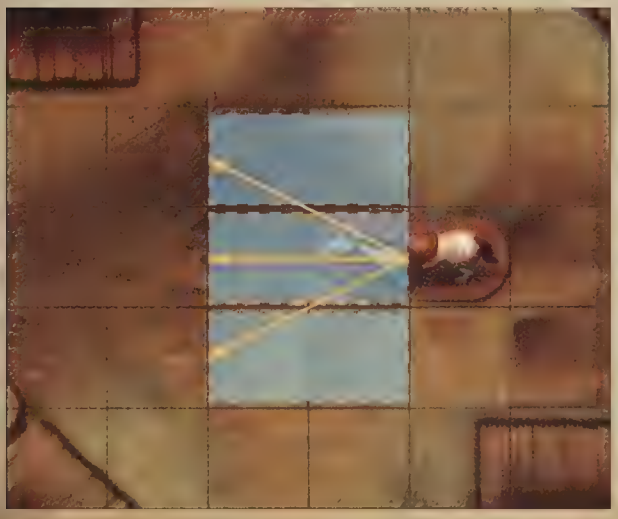
While a Hero is mounted, Enemies will target differently depending on their size. Large Enemies or bigger will still target mounted Heroes as normal, the only time they might target Horses would be if any Horses were running around on their own without riders. Medium Enemies will target Horses alongside Heroes, so Horses should be added into the mix when randomly choosing who an Enemy would target. Small Enemies will not target Heroes that are on horseback, they would instead target the Horses that they ride, alongside any unmounted Heroes. Note that area effects will still affect Horses if they are within the target zone (such as a Dynamite blast or a Terror ability that affects an entire Map Tile).

Cover While Mounted

When mounted, a Hero may opt to use their Horse as Cover. Horses used as Cover in this way act as **Armor 4+** and anything that Hits the "Armor" does damage to the Horse (ignores the Horses Defense) instead. Horses are not KO'd as Heroes are. If they reach 0 Health, they are **Dead**. If a Horse is killed with a rider still on it, the rider falls off and takes **D6 Hits**. Horses may not be healed during Fights using Side Bag Tokens, but instead recover Health from *Catch Your Breath* rolls or if the Posse Camps.

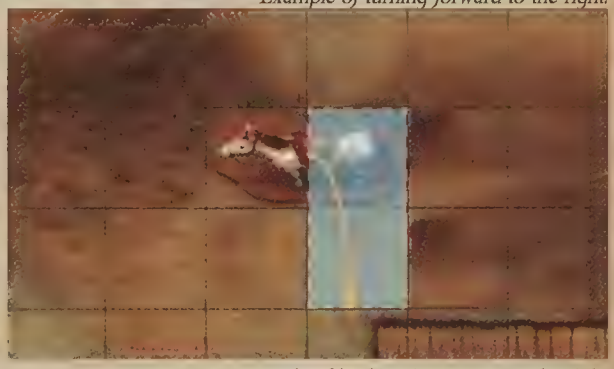
Spooked Mounts

Any Critical Hits or Sanity damage done to a Mount will Spook it and cause the Hero to lose control. When a Horse is out of control, it will run at full speed in the direction it is facing each turn. When it reaches the edge of the Map tile, it is removed from the Fight, though it is not Dead. If a Hero is riding a Horse when it loses control, the Hero can make either a **Strength 5+** or **Spirit 5+** test to see if they can bring it back under control. If failed, then the rider is immediately thrown off the Mount (suffering **D6 Hits, 1 Damage each**) and the Mount runs off at a full Move without the Hero.



Examples of forward movement on a Mount.

Example of turning forward to the right.



Example of backing into a turn to the right.

Melee attacks only possible against adjacent models on either side.

HUMAN ENEMIES / VILLAINS

'Heroes' vs 'Villains'

In the context of HexCrawl, 'Heroes' refers to the player characters and their associated classes, while 'Villains' will refer to non-player Human Enemies that share these same classes. The stats are similar between Heroes & Villains, special abilities have been reworked for the Villains to make them follow standard Enemy attack logic. Note that the terms 'Human Enemies' & 'Villains' are used interchangeably, but both essentially refer to the same thing, though you may want to include Bandits from the *Frontier Town* expansion in that group as well.

Shootout & Assault

Many of the Villains included with HexCrawl have abilities that mimic the Enemy abilities that were introduced in later expansions. 'Ranged Attacker' is similar to 'Shootout', while 'Ranged Brawler' is similar to 'Assault'. If you're more familiar with the official versions of these rules (Shootout & Assault), feel free to use those in place of what is listed on the Enemy card. The other terms are meant for players who don't have any expansions on hand that use those abilities or if you want a quick & dirty approximation of what those abilities do and how they affect the Enemy's AI. Feel free to use those rules in place of the following rules with regards to Enemy placement and Ambushes.

Human Enemy Attacks

Set Up rules for regular Attacks that are initiated by pulling an Attack result from an Exploration Token or however else are relatively unchanged and Enemies are placed as normal in the standard grid pattern. As a special rule however, Human Enemies with Range Attacks should be placed to the back of the group, while Melee-only Enemies should be placed towards the front. This is regardless of whatever their Initiative order actually is, to prevent clusters of Enemies from blocking Melee-only fighters from advancing to the front lines.

Human Enemy Ambush Attacks

When the Heroes are Ambushed, in most cases Human Enemies are not placed adjacent to the Heroes as normal. Instead, Enemies with Ranged attacks are placed in a random direction from the targeted Hero a number of spaces equal to the maximum Range of that Enemy's Range attack and in Line of Sight (using a D8 and the Random Direction diagram). If unable to go that number of spaces in the direction rolled, the Enemy is placed as far as they are able to while still meeting all the requirements (similar to how Dynamite stops bouncing when it hits a wall). If the direction rolled on the diagram is an unavailable space (ie a wall), then move counterclockwise from that point until a viable space is found and then count out range as normal. Human enemies with no Range attacks are simply placed adjacent to their targeted Hero as normal. All Human Enemies still gain +2 Initiative when Ambushing.

OPTIONAL HUMAN ENEMY RULES

Dropped Weapons

For those Villains that have Range Attacks, as an option you may decide to allow your Heroes to pick up one of those same weapons at the end of a Fight in lieu of drawing a **Loot Card**. Although Villains typically have slightly modified stats with these weapons, Heroes that pick up these weapons should use the same stats as shown on their Gear card or Purchase Item description section of the Town pages.

Enemies Reveal Map Tiles

Most Villains with Range attacks will back up to their maximum range in order to shoot their weapon. In cases where these Enemies back into an exposed puzzle section that would lead to another room or passage or the edge of an terrain map tile, you should normally have them stop at the edge of the Map Tile and treat it as a wall. However, for added unpredictability you may want to have these Enemies reveal new Map Tiles and lay down Exploration Tokens, however leave those Exploration Tokens unrevealed until a Hero actually enters the room.

Mixed Enemies

If you want to play with a mixture of Human and Monster Enemies, you may want to let the Exploration Tokens determine what types of Enemies you come across, though this will change up the difficulty of Missions and may not work as well with the theme of the Mission. Whenever an Attack result is drawn with a Gate icon, then draw a Threat card as normal, however, if an Attack or Ambush result is drawn with any Door icons, roll on one of the following Human Threat Tables. This will decrease the occurrence of supernatural monsters on a Mission, but makes those Fights that much more out of the ordinary when they do occur, so it makes the Mission a bit more grounded in reality and doesn't have fantastical otherworldly creatures at every turn.

Human Threat Tables

D8	Low Threat (1-2 Heroes)
1	2 Villains
2	1 Villain + Lackeys
3	1 Villain + Thugs
4	1 Villain + Henchmen
5	6 Lackeys
6	Lackeys + Thugs
7	Thugs
8	Henchmen

D8	Medium Threat (3-4 Heroes)
1-2	D3 Villains
3	1 Villain + 1 Low Threat roll
4	12 Lackeys
5	Lackeys + Thugs
6	Lackeys + Henchmen
7-8	2 Low Threats

D8	High Threat (5-6 Heroes)
1	1 Villain + 1 Med Threat roll
2	1 Villain + 2 Low Threat rolls
3	D3 Villains + 1 Low Threat roll
4	D3 Villains + 6 Thugs
5	3 Villains
6	Lackeys + Thugs + Henchmen
7	12 Lackeys + 6 Thugs
8	2 Med Threat rolls

D8	Epic Threat
1-2	1 Brutal Villain + 1 Threat roll (at level)
3-4	1 Brutal Villain + 2 Low Threat rolls
5-6	D3 Villains + 2 Threat rolls (at level)
7-8	2 Elite Threat rolls (at level)

D8	Random Villain Table*
1	Roll D8: 1-4 Bandido / 5-8 Outlaw
2	Gunslinger
3	Rancher
4	Saloon Girl
5	Indian Scout
6	Preacher
7	Corrupt Marshal
8	Corrupt Lawman

* Alternatively, you can just randomly draw a Hero Token to decide Villain's class.

MISSIONS

Missions may be gained a few different ways, depending on your campaign style. In the Mine Blast campaign, you simply gain Missions in Towns, while in the Short Story campaign there are pre-determined Story Missions and some Missions gained through Jobs. The Sandbox campaign style lets you gain Missions from Towns or you may gain Missions while picking up Jobs. Regardless of how Missions are gained, if you ever need to choose a random Mission, you can either just draw a random World card and select a Mission from that set, or if you have some of the other expansions you can roll on the Random Mission Chart below. If you don't have an expansion that you rolled for, reroll until you find one you do have, but realize that you must BUY MORE STUFF.

D8(+D6)	Random Mission Chart
1	*XXL Enemy* Mission
2–3	*Enemy Pack* Mission
4	*Frontier Town* Mission
5	*HexCrawl* Mission
6-8	*Adventure Book* Mission (draw a World Card)

Choosing Missions

If selecting Missions in Town, each Town may only provide one Mission at a time, though Heroes may visit other Towns to pick up multiple Missions at a time. Players will want to track which Missions were given in which Towns for collecting rewards. This can be marked up on the *HexCrawl Town Tracker* in the 'Job/Mission:' section for each Town.

When Heroes are in Town picking a Mission, players also need to decide which Mine the Mission will be occurring in, unless picking a *Frontier Town* Mission, in which case that Mission happens in a Random Town instead. Otherwise, players should roll on the D20 *Mine Chart* to determine a Random Mine for the Mission to take place in, but you may also decide which Mine the Mission occurs in if you'd like. Note that if rolling randomly and the same Mine gets picked in multiple Towns, you may simply roll again or choose another Mine for the Mission to occur in, you can't double-up on the rewards and it doesn't really make sense to do multiple back-to-back Missions in the same Mine.

If you enter a Mine without having previously picked up a Mission from a Town, you may only perform an *Exploration* Mission [Basic:2], but ignore the fluff text and the Posse only gains the XP reward and does not receive any Gold reward from the expedition.

Completing Missions

To complete a Mission picked up in a Town, the Heroes travel to the Mine, finish out the Objective and then return to the Town where they originally picked up the Mission to get any rewards specified by the Adventure (XP, Gold, or otherwise, unless specifically stated that they retrieve the rewards from the Mine). Each Mission in a Mine is assumed to take 1 full day to complete from the time the Posse enters the Mine (does not include travel time to actually get to the Mine itself). Also note that Health, Sanity, and Grit is not fully restored when finishing a Mission down in the Mines or from Other Worlds. In HexCrawl, Heroes only get one last *Catch Your Breath* roll when an Adventure or Job is completed and any damage they suffered is persistent until they get healed. They also only regain 1 Grit at the end of an Adventure.

Bounties

Bounties that are picked up from the ***Frontier Outpost*** are regional and pay out from ANY other Town that you visit, while Bounties from the ***Sheriff's Office*** only pay out when you return to that specific Town. To determine a ***Frontier Outpost*** Bounty, you can roll on the chart as normal, or you can instead draw a **Low Threat** card. If you choose to draw the card, the new Bounty covers every Enemy listed on that Threat card and the Gold value is equal to **$10 x the Health of that Enemy**. If the Enemy has a normal XP value, the Hero that kills that Enemy gains the Bounty. If the Enemy has a variable XP value (XP '+5 per Wound'), then ALL Heroes gain the Bounty when that Enemy is defeated. ***Frontier Outpost*** Bounties are persistent and last the rest of the campaign unless you decide to select another Bounty.

Rewards

While Heroes need to travel back to the original Town for their rewards, any effects from the Darkness escaping in the event of failure still affect nearby Towns. In most cases, the Town nearest to the Mine is impacted, but in the case of multiple Towns being the same distance, all of those Towns are affected by the Darkness escaping. If a Town that has not been visited loses any Town Locations, you still need to subtract those Locations whenever you go through the Town Set Up process with those Towns.

Failure

Due to how travel is altered in HexCrawl, some of the **Failure** results for certain Missions need to be adjusted to account for a multi-Town game:

Exploration (Basic Mission 2):
1 Random Town Location in the nearest Town is **Destroyed**. Roll a **D8** twice for *Wilderness Encounters* each day until you visit another Town. You may end up having multiple encounters on the same day.

Seal the Void Gate (Basic Mission 3):
The nearest Town is **Destroyed**. Proceed directly to *Escape* (Basic Mission 5), this is assumed to happen at the same Mine.

City of the Ancients (City of the Ancients Mission 4):
The Heroes each take **D6 Wounds**. Proceed directly to *Escape* (Basic Mission 5), this is assumed to happen at the same Mine.

Frozen Expedition (City of the Ancients Mission 6):
The nearest Town is **Destroyed**. Proceed directly to *Escape* (Basic Mission 5), this is assumed to happen at the same Mine.
Night of the Dead (Swamps of Death Mission 1):
The nearest Town is **Destroyed** by the Zombie epidemic AND you must roll a **D8** twice each day for *Wilderness Encounters* until you visit another Town.

Swamps of Death (Swamps of Death Mission 4):
You may want to have the Posse stranded on the Jargono Overland map as punishment for failing the Mission. I would also suggest using Klutz's amazing Jargono Swamp Village instead of normal Town visits. More information on Klutz' Swamp Village can be found at: http://boardgamegeek.com/filepage/111612/klutzs-jargono-swamp-village

Cursed Idol (Swamps of Death Mission 5):
The nearest Town is **Destroyed**. Proceed directly to an *Escape* Mission (Basic Mission 5), this is assumed to happen at the same Mine.

Cracks in Reality (Caverns of Cynder Mission 1):
The nearest 3 Towns each have 1 Random Building and their Hotels **Destroyed**.

Defend the Bridge (Caverns of Cynder Mission 2):
Until the Posse gets back into a Town, Travel Hazards or Wilderness Events happen automatically at the start of each day. At the next Town the Posse visits, roll two dice to see if there is a Town Event and take the lower of those two numbers that are rolled.

Dark Deal (Caverns of Cynder Mission 3):
Each Hero gains 1 Corruption Point, ignoring Willpower. Also, the nearest Town is **Destroyed**. Proceed directly to an *Escape* Mission (Basic Mission 5), this is assumed to happen at the same Mine.

Shootout in the Streets (Frontier Town Mission 1):
Each Hero loses D6x$50. Also, the Heroes must leave this Town and may not come back to this Town until they have completed an Adventure.

Hanging High (Frontier Town Mission 2): Each Hero gains D3 Corruption Points. Also, the Heroes must leave this Town and may not come back to this Town until they have completed an Adventure.

Bank Robbery (Frontier Town Mission 3):
Each Hero is at -1 Max Grit until the End of their next Adventure. Also, the Heroes must leave this Town and may not come back to this Town until they have completed an Adventure.

Jail Break (Frontier Town Mission 4):
Automatically add 1 *Growing Dread* card to the stack on your next Adventure. Also, the Heroes must leave this Town and may not come back to this Town until they have completed an Adventure.

HexCrawl Mission 1

HIVE OF SCUM & VILLAINY

While sitting in an old saloon, an obviously disheveled and drunken prospector saddles up next to you and demands that you buy him a drink. Just as you're about to get up and give him your boot to his backside, he mentions that he just come back from the biggest lode of Dark Stone that anyone has seen since Brimstone was around. That gets your attention and you listen to the rest of his tale. Unfortunately it seems to have gotten somebody else's as well and you see a member of another Gang scurry out of the bar faster than a prairie fire with a tail wind. Rats! You buy the drunkard a beer and hurry out to get to the Mine before that other crew gets their filthy hands on that Dark Stone!

By the time you get to the Mine, you're horrified to find some fresh tracks leading in to the entrance. You rush in, hoping to beat them to that sweet, sweet Dark Stone!

Set Up

The Mission uses the standard setup and all Heroes start on the *Mine Entrance* Map Tile as normal.

Mission Goal

The Heroes are searching for a vast deposit of Dark Stone down in these Mines, except they're not alone. Another group of Adventurers are looking to claim that Dark Stone vein for themselves. To get to the massive Dark Stone deposit that everyone is after, the Posse must find enough Clue Icons on Exploration Tokens to get to their Objective.

There are three options for this Mission and the Posse must choose before the Mission begins which Mission Length the group wants to go on.

Mission Length	Objective
Small Deposit	Find 2 Clues
Medium Deposit	Find 3 Clues
Large Deposit	Find 4 Clues

Special Rules

The Competition

The Darkness marker not only measures the progress of the Darkness in this Mine, but also tracks the progress of the other Gang as they make their way through the Mine searching for the Dark Stone deposit. When the Darkness marker and the Hero marker meet, the two main groups of Adventurers come upon each other for the final battle. Even after the two markers meet, you should continue to make *Hold Back the Darkness* rolls.

Mixed Enemies

The Heroes have a chance of coming across either strange monsters from the Void or members of the other Gang themselves while searching for the Dark Stone vein. Whenever an Attack result is drawn, look at whether the Exploration Token has any Door or Gate Icons. If it has Door Icons, roll on the appropriate **Human Threat Chart**, if there are any Gate Icons, draw a Threat card as normal.

Final Battle (Objective)

The nature of the final battle will be determined by how the Hero marker and the Darkness marker meet on the *Depth Track*. The final battle will be one Threat Level above the Posse's current Level from the Human Threat Level Tables. The final battle also triggers if the Heroes pick up the required amount of Clue Icons for the Mission Length they've chosen before the beginning of the Mission. If the Hero marker is moved and enters the same space as the Darkness marker or the Posse comes across the last required Clue Icon, then the final battle uses a regular Attack setup with Enemies placed on the Map Tile as normal.

If the Darkness marker moves onto the space occupied by the Hero marker as a result of a failed *Hold Back the Darkness* roll or some other means, then the last battle is considered an Ambush and you follow the special Ambush rules for Human Enemies. This Final Battle can even occur in the middle of another fight with Humans or Monsters (everyone targets the Heroes in this case).

Objective

When the final Clue Icon is found or when the Hero marker and the Darkness marker meet, then the Heroes have either found the Dark Stone deposit and the other Gang in the Objective Room or the Gang has ambushed the Posse and the final battle begins. Ignore any other Attacks or Encounters listed on the final Exploration Token (if applicable). Unless the Posse is Ambushed, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes begin a fight one Threat Level above their normal Threat Level from the Human Threat Level tables. Once all Enemies have been defeated, the Heroes have successfully completed the Mission!

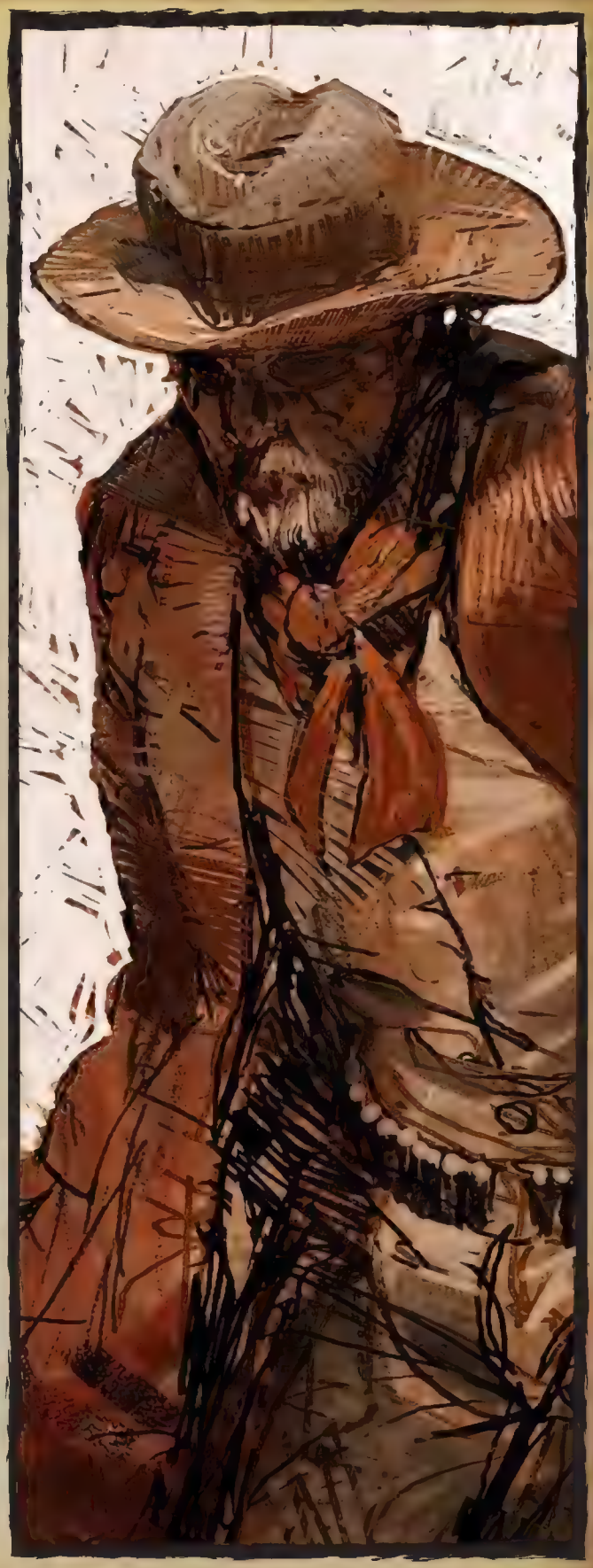
Reward

The rewards gained for the successful completion of this Mission are dependent on the Mission Length the Posse decides on beforehand and how many Clue Icons the group has picked up by the time the Darkness marker and the Hero marker meet up for the Final Battle. This Mission is only considered a success if all Enemies are defeated in the Final Battle. For each Clue Icon that the Posse finds, each Hero will receive **20 XP** and **D3 Dark Stone** up to the maximum number of Clue Icons specified for the chosen Mission Length.

However, for each Clue Icon required by the Mission Length that is **not found** before the Final Battle, each Hero's reward is reduced by -10 XP and -1 Dark Stone (minimum 0 on both).

Failure

If the Heroes are unsuccessful in trying to recover the Dark Stone, then the other Gang gets ahold of all that Dark Stone first and unloads it in the nearest Town. By the time you make it back, all that Dark Stone in one place has set off an explosion that has **Destroyed D3 Random Buildings** and has also **reduced the price of Dark Stone in Town by 50%** (rounded down) if you try to sell any.



HexCrawl Mission 2

Missing Expedition

A team of archaeologists from some damn-fool university has ventured deep into a Mine in search of tools and artifacts from some long-forgotten era. The team first passed through town weeks ago and nobody has heard a peep out of them since then. A Professor from the university has asked that someone stop by the Mine and do some investigating to see what the team has been up to during that time. Ordinarily you wouldn't be bothering yourself with such folks, but when they started talking about a reward, you just couldn't help but accept their generous offer.

Set Up

This Mission starts with the ***Mine Entrance*** Map Tile leading directly to a ***Crossroad*** Map Tile. All Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

The Heroes must search the Mine to find and collect **5 Lost Journal Pages** to be able to piece together what happened to the expedition. Every Clue Icon found represents **D3 Lost Journal Pages** in that Room. Once any Encounters or Attacks on the Exploration Token have been fully resolved, those Lost Journal Pages are collected.

Special Rules

Abyssal Energy (Objective)

Use a Dark Stone Token or some other marker to represent the Abyssal Energy Token. The Abyssal Energy Token begins a number of spaces from the Dark Gate equal to the number of spaces moved by the Darkness marker on the ***Depth Track*** and at the start of every turn, will move forwards 1 space towards the ***Mine Entrance*** Map Tile. At the start of their turn, if a Hero is ever the same number of spaces to the ***Mine Entrance*** Map Tile as the Abyssal Energy Token, that Hero takes D8 Sanity Damage (ignoring Willpower).

Mixed Enemies

The Heroes have a chance of coming across either strange monsters from the Void or members of the Archaeological expedition themselves while searching the Mines. Whenever an Attack is called for, whether an Ambush or a regular Attack, roll a D6. On a 1, 2, or 3, draw a Threat card as normal. On a 4, 5, or 6, instead roll on the appropriate **Human Threat Chart**.

Any Humans encountered have been changed by the power emanating from this Mine and changed into mindless drones. Each time a Hero takes one or more Wounds from a Human Enemy's Attack, that Hero also takes 1 Corruption Hit (note that this is 1 Corruption Hit for the whole Enemy Attack, not per Hit).

Multiple Heroes Required

This Mission requires that multiple Heroes go out on the Mission. A solo Hero may play this Mission, however a Human ally will need to be added to the group. This can be any of the official allies or an Archaeologist may be added to the Mission with the following stats:

Archaeologist
Move 4
Cunning 3
Health 10 (Def 5+)
Sanity 10 (Will 3+)
No Combat actions available

Any Wounds or Sanity damage that affects the Heroes during Encounters, also affects the Archaeologist. If the Archaeologist is KO'd before the Objective Room is discovered, the Mission is finished and the Hero has failed.

Puzzle Doors

When *Looking Through the Doorway* during this Mission, the next Map Tile will not be automatically revealed. Instead, Heroes will need to solve a puzzle to open vault doors between Map Tiles. This will require multiple Heroes working together to reveal Map Tiles. One Hero must be at the open puzzle connection and another Hero must be positioned at the puzzle connection for the entryway to their current tile. During their Activations, both Heroes must successfully make a **Cunning 4+** test on the same turn in order to reveal the next Map Tile. Do not remove Map Tiles once they have been placed as the Heroes will need to retrace their steps back through the Mine.

Objective

The Final Journal Pages

When the Heroes discover the Clue Icon with the last Journal Pages they need (enough to give them at least 5 Journal Pages total), they have found the Objective Room and the remains of the expedition! However, some foreboding energy is seeping forth from a Dark Gate that the expedition stumbled across. There is no hope to defeat the thing, the most you can hope to do is seal the infernal thing back in!

Ignore any Attacks or Encounters listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has only one exit and that is to a Dark Gate (a Gate End Cap). Heroes may not move through the Dark Gate as it leads directly to a black abyss that will kill any Hero that steps into it. Also place the Abyssal Energy Token a number of spaces from the Dark Gate equal to the number of spaces moved by the Darkness marker on the *Depth Track*.

Reveal all *Growing Dread* cards in the stack as normal and then the Heroes must face an **Epic Threat** (draw a Threat Card, there are no Humans left here). However, the players need not kill every Enemy to win the Mission. Instead, the Heroes must make it back to the *Mine Entrance* Map Tile and on to one of the Starting Area spaces where the Heroes first began the Mission. Any Heroes that make it on to one of those 6 spaces automatically escapes the Mine and is taken off the board. The Mission is failed if any of the Heroes do not escape the Mine before the Abyssal Energy Token reaches the *Mine Entrance Starting Area*.

Reward

Each Hero receives **25 XP** and may draw a card from the **Mine Artifact** deck.

Failure

If the Heroes fail the Mission, the Darkness that was unleashed by the expedition escapes the Mine and drives all nearby Towns insane. The **nearest 3 Towns** to the Mine are **Destroyed**. If not playing with the HexCrawl Overland map, the Heroes may not visit a Frontier Town, but instead must proceed directly on to the next Adventure.

HexCrawl Mission 3

Hostages

A gang of robbers went on a crime spree and have holed themselves up in their hideout, but they've taken them some pretty important hostages on their way in there and someone needs to go in and rescue them innocents. Being that you're the toughest sumsabitches in the area, you've been elected for that prestigious honor and most important job. Don't mess it up.

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

Mission Goal

The Heroes will need to discreetly travel through the Mines and attempt to rescue the Hostages that the robbers took with them, preferably alive. The number of Hostages taken is dependent on the difficulty of the Mission the Heroes wish to embark on:

Mission Length	Objective
Short	5 Hostages taken
Medium	7 Hostages taken
Long	9 Hostages taken

Special Rules

Deadly Countdown

The *Depth Track* operates a little bit differently on this Mission. The Posse still makes *Hold Back the Darkness* rolls each turn, but whenever the Darkness marker passes or lands on a blood spatter space, it signifies that one of the Hostages has been killed and you do not draw a Darkness card.

Hostages (Objective)

Whenever the Heroes comes across a Clue Icon, ignore its normal result and instead roll a **Human Threat** at the Posse's level. Also place D3+1 Hostage Tokens or Models with the Enemies (or as many Hostages are left in the Mission), place these Hostages last and in front of the Enemies when possible. These Hostages are being used as human shields by these dastardly robbers. Any *Gun* shots or Melee attacks by the Heroes that are missed with a roll of '1' when the target of the attack is within 1 space of the Hostage, will Hit a Hostage instead. These Hostages have a Health of 5 (Defense 0).

Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

Human Enemies

The Heroes will mostly encounter Human Enemies while on this Mission, unless a Monster is brought out as the result of an Encounter or Darkness card. Whenever directed to draw a Threat card, instead roll on the **Human Threat Chart** based on the number of Heroes in the Posse.

No Gates

No Gates can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.

Stealth

If any of the Heroes fires a *Gun* during this Mission, there's a chance it will alert some of the robbers in the Mines and they may panic and kill a Hostage. Whenever a Hero shoots a *Gun* weapon, roll a D6. On a 1, a Hostage somewhere else in the Mines has been killed. Only roll when the Heroes fire *Guns*, not the robbers, as the Heroes powerful weapons are what will alert the robbers.

Objective

The Heroes are trying to bring back as many of the Hostages as they can alive. The Mission is over when all Hostages are either rescued or killed and all revealed Enemies on the board are eliminated. If by the end of the Mission, the Heroes have rescued less Hostages than those that have been killed. The Mission is failed, regardless of how the Heroes performed on the Mission.

Reward

For rescuing most of the Hostages, each Hero gains **(10 XP + $25) x the number of Hostages rescued alive** and each Hero may draw **one Loot card**.

Failure

For allowing a blood bath to unfold on their watch, each Hero loses **one permanent Sanity** and takes **D6 Corruption Points**, ignoring Willpower.

HOTEL

HexCrawl Mission 4

Down on the Bayou

[*Requires Swamps of Death*]

You've trekked far into the Swamps of Jargono in search of somethin' that didn't turn out to be much of nothin'. And then the rain started. So you holed yourselves up in an ancient temple til the rainin' stopped. Now you're ready to leave, but trouble is the dang whole place is so flooded over that you can't just walk back. Luckily there's an old dock and a rickety old boat nearby that you can use to get around. Now to just find your way out of here.

Set Up

This Mission starts on the ***Swamps of Jargono*** side of the ***Mine Entrance*** Map Tile with an ***End Cap*** covering the connection. Place the Boat Tile adjacent to the End Cap. Other than beginning the game in the *Swamps of Jargono*, all Heroes start on the ***Mine Entrance*** Map Tile as normal.

Mission Goal

The Heroes need to find their way to higher ground if they want to hope to get out of this swamp and back to Earth. The Heroes will need to travel around getting the *Lay of the Land*, looking for landmarks or other guides that might lead them back the way they came.

Special Rules

Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Flyers Off the Map

Enemies with the ability 'Flight' need not end their Movement on a space on a Map Tile. Instead, they may go "off the board" and any number of them may be considered adjacent to any figures that are on the edge of a Map Tile. Enemies with 'Flight' may also attack Heroes on the Boat Tile.

No Looking Through The Door

There are no direct connections from one room to the next, instead, any time a Map Tile is placed, place end caps on all the puzzle connections. The only way the Heroes can travel between the Map Tiles is by using the Boat Tile.

To reveal new Map Tiles, the Heroes can spend their Activation in the Boat *Searching the Bayou*, in which case they can do nothing else during their Activation. After *Searching the Bayou*, draw a Map card and place its Map Tile on the board with an Exploration Token. That Exploration Token is not revealed until a Hero exits the Boat onto one of its connected ***End Cap*** Map Tiles. Encounters only affect those Heroes currently on a Map Tile. Advanced Encounters do not occur until after the Exploration Token is revealed. Note that *Searching the Bayou* takes the place of the *Looking Through the Door* search action normally found down in the Mines, but of course there are no doors out in the bayou or when you're on a boat (thus the different term).

Boat Travel

To get around, the Heroes must travel by Boat to get from one Map Tile to the next. The Boat only travels between ***End Cap*** Map Tiles, but can travel to any ***End Cap*** Map Tile that has been revealed. The Boat is only considered to be adjacent to one ***End Cap*** at a time.

The Boat Tile can only hold three Heroes at a time and at least one Hero is needed in the Boat for it to be moved anywhere. Any of the Heroes on the Boat can move it during their Activation and it costs 1 Move to travel to any other ***End Cap*** that has been revealed. To get on or off the Boat, a Hero must spend the rest of their Movement and there must be a free space on either the Boat or an adjacent ***End Cap*** Map Tile.

Lay of the Land (Objective)

After the Heroes having Scavenged a Map Tile and if there are no Enemies on the Map Tile, they may choose to spend their Activation getting the *Lay of the Land* by rolling a die and putting a *Lay of the Land* marker on that Map Tile. You can use any additional marker available, just something that tracks how many times you've attempted the *Lay of the Land* roll (or just track it by how many Scavenge tokens are on the board as long as you always attempt the roll each time you Scavenge). You may only attempt a *Lay of the Land* roll once per Map Tile. If the number is equal to or less than the number of times they have already made *Lay of the Land* rolls (ignoring the ***Swamp Entrance*** Map Tile), then that Hero has found a way forward that leads to a Gate back to Earth. Immediately after any *Lay of the Land* roll is made however, roll a D6. On a '1', any Heroes on that Map Tile are **Ambushed** by an **Epic Threat**.

Objective

To complete the Mission, the Posse must have successfully gotten a *Lay of the Land* roll and defeated any remaining Enemies on that Map Tile and all Heroes will need to be on that same Map Tile.

Reward

Each Hero receives **30 XP** and either finds enough trinkets valued at **$75 x the number *Lay of the Land* markers on the board** or they may draw a **Jargono Artifact** card. So if there are 5 *Lay of the Land* markers on the Board at the end of the Mission, a Hero could earn $375 (5 x $75). Each Hero may choose their Reward differently.

Failure

If the Heroes fail the Mission, they are lost in the Swamps of Jargono for days before they eventually get their bearings and find a Gate back to Earth. Each Hero takes Wounds and the Posse must immediately begin an ***Escape*** Mission before they are able to visit another Town.

HexCrawl Mission 5

Race Against Time!

This whole mine is pretty unstable and is just as like to start falling down around you! You don't have much time to get what you came here for and get the hell outta this mine. If you can't find that thing in there in time, you lose the treasure and very likes you might lose some limbs in the process too!

Set Up

This Mission starts with the *Mine Entrance* Map Tile leading directly to a *T-Junction* Map Tile. All Heroes start on the *T-Junction* Map Tile and may be placed in any spaces they like that are not also on the *Mine Entrance* Map Tile.

Mission Goal

The Heroes are down in this Mine looking for a *McGuffin*. They need to get to it and get the hell out of the Mine before everything collapses down all around them.

Special Rules

Immediate Dread

For this Mission, *Growing Dread* cards are revealed immediately when drawn rather than being placed on the stack.

May Not Flee

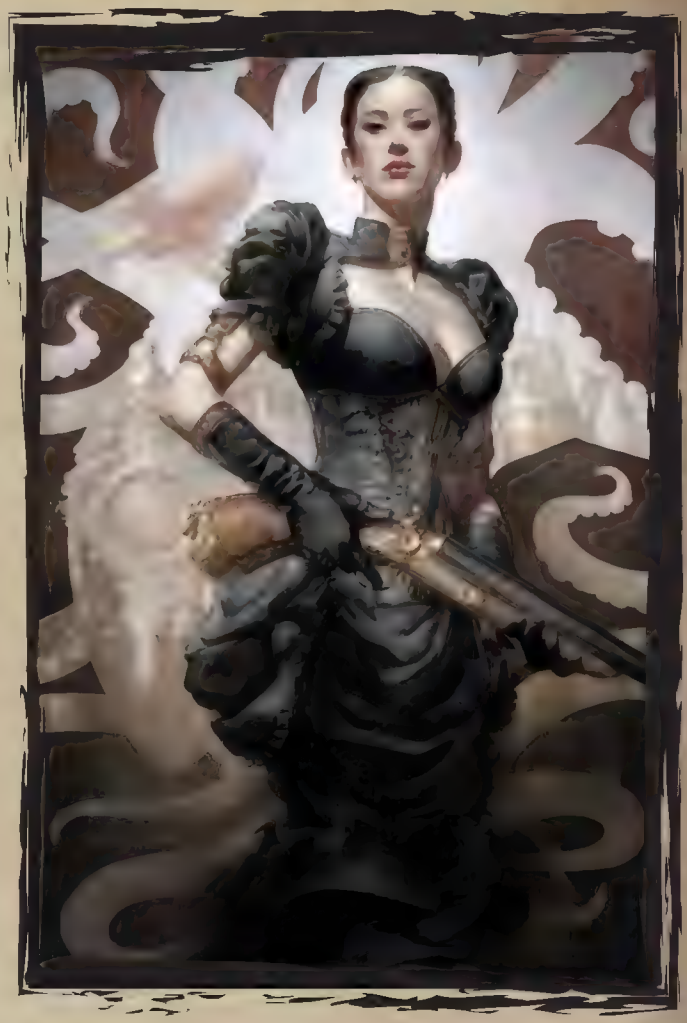
Once the Adventure begins, the Heroes may not Flee; they are on the clock and the Mission is not successfully completed until all Heroes make it to the *Mine Entrance Starting Area*.

McGuffin (Objective)

The Heroes may not discover the *McGuffin* if they have already triggered the *Treacherous Escape* Special Rule. Anytime the Heroes find a **Clue Icon** on an Exploration Token, they may declare that they have discovered the *McGuffin* and all Heroes must now reach the *Mine Entrance Starting Area* to successfully complete the Mission. Locating the *McGuffin* is not actually required to complete the Mission, but finding it does influence the Reward that the Posse can claim.

No Gates

No Gates can be found in this Mission. Any time a Gate would be placed, instead place a normal Door.



Treacherous Escape (Objective)

At the end of any turn in which one or more Heroes is standing on the *Mine Entrance* Map Tile, roll a special *Hold Back the Darkness* test (ignore *Depth Events*). If failed, the Darkness marker is not moved, but instead there is an **Epic Threat** there waiting for you the Posse attempting to block your escape! If the test is successful, the coast is clear and the Heroes are able to hightail it out of there if they all reach the *Mine Entrance Starting Area*. The Heroes may not explore any more Rooms or discover the *McGuffin* once they have triggered the *Treacherous Escape* Special Rule and can only leave the Mine after that.

Unstable Mine

The *Depth Track* works differently in this Mission and instead is used as a timer to track the deterioration of the Mine around the Heroes. The Darkness marker automatically moves one space every turn regardless of whether the Posse makes their ***Hold Back the Darkness*** test or not. The normal ***Hold Back the Darkness*** tests are only used to check for *Depth Events*.

Objective

When the Heroes have decided they want to leave the Mine, they need to head back to the ***Mine Entrance*** Map Tile and all Heroes must reach the ***Mine Entrance Starting Area*** to successfully complete the Mission. Not all Enemies are required to be defeated in order to complete the Mission.

Reward

Each Hero receives **(5 XP and $50) x the number of steps on the *Depth Track* the Hero Posse marker is from the Mine Entrance space**.

In addition, if the Heroes discovered the ***McGuffin*** and all Heroes made it back to the ***Mine Entrance Starting Area*** before the Darkness marker reaches the Mine Entrance on the *Depth Track*, roll a d6 die. If the number rolled is equal to or less than the number of spaces the Hero Posse marker is from the Mine Entrance space, then each Hero may draw a **Mine Artifact** card.

Failure

If all Heroes fail to reach the ***Mine Entrance Starting Area*** before the Darkness marker reaches the Mine Entrance on the ***Depth Track***, then each Hero must discard a number of ***Gear*** or ***Artifact*** cards with a total listed Gold value of at least $200 as they are lost in their frantic dash to make it out of the Mine. Any Hero that cannot discard enough ***Gear*** or ***Artifacts*** like this instead lose **one permanent Health** and roll once on the ***Injury Chart***.

HexCrawl Mission 6

Confrontation!

This is it, you've come to the lair of a great supernatural evil, hoping beyond hope that you'll be able to put an end to this menace for good. Chances are most of you won't live to see this through to the end, but by golly at least you tried.

Set Up

This Mission starts with the ***Mine Entrance*** Map Tile leading directly to a ***Crossroad*** Map Tile. All Heroes start on the ***Mine Entrance*** Map Tile as normal.

You will also need either ***The Big Room*** Mine Map Tile or ***The Devil's Pit*** Mine Map Tile (*choose one*). Remove the corresponding Map Card from the **Mine Map Deck**. Whichever room is chosen will be referred to from here as the ***Objective Room***.

You will also want to decide on a **Boss Enemy** for the Final Battle, with ***Beli'al*** being the suggested XXL Enemy to use, but any Enemy that is thematic enough for your Hero's Final Battle should work.

Mission Goal

Your goal is to track down a supernatural menace to his lair in the ***Objective Room*** and end his existence to bring peace to the area once and for all. To get to the ***Objective Room*** the Heroes will need to find 5 Clue Icons, after which the ***Objective Room*** will be revealed.

This Mission can be used to end a Campaign on an Epic note, but if you just want to play this as a regular Mission you can do that as well. There are two sets of Rewards & Failure results, one set if you are treating this as just a regular Mission and one if you are using this to cap a Campaign.

Special Rules

Permadeath

Heroes are not simply KO'd on this Mission. If a Hero is reduced to 0 Sanity or 0 Health and you are out of Revive Tokens, they are permanently Dead (though they may still be resurrected later on if just a regular Mission), may the gods have mercy on their souls.

Despair

Though the Heroes have made it far, they know that they're surrounded by evil on all sides and that they may very well die on this last Mission. All Heroes are -1 to their Initiative and all of their Willpower rolls (*minimum of 1*).

Dimensional Nexus

The Void energies here are so great that they're threatening to tear apart the very fabric of reality! There are Void Gates opening at an alarming rate. When revealing Exploration Tokens, Door and Gate Icons are swapped. Door Icons are actually Gates and Gate Icons are actually Doors. Draw a new World card whenever a Hero looks through a Gate. The Posse may pass through multiple Gates to multiple Other Worlds at many different places.

Ultimate Corruption

This place has become the ultimate den of filth and corruption. With each step the Heroes take further into this heart of Darkness, the Heroes can feel their humanity being stripped away via some terrible energy. Whenever either the Hero marker or Darkness marker advances on the *Depth Track*, the Heroes should all roll for Corruption as they would at the end of a normal Adventure. Roll a D6 for each Dark Stone, item with a Dark Stone icon or Dark Stone upgrade that the Hero is carrying. For every 1, 2, or 3 rolled, take 1 **Corruption Hit**.

Final Battle (Objective)

After the fifth Clue Icon is found on this Mission, ignore any Encounters or Attacks on the Exploration Token and attach the ***Objective Room*** to your current Map Tile via an open puzzle connection (*you may have to use a Gate to connect it if you are in an Other World*). Immediately place the **Boss Enemy** and draw an **Epic Threat** card. During the Final Fight, the Posse will be drawing **Low Threat** cards. Use the ***Objective Room*** Map Card to determine which Gate those Enemies will randomly enter through.

Objective

Objective Room

Once the ***Objective Room*** has been attached to the board, the Heroes have reached the Objective and the Final Fight! Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must face an **Epic Threat** in addition to the **Boss Enemy** that you decided on at the beginning of the Mission. Each open puzzle connection of this Room is connected to a Gate, but other than the entrance that the Heroes enter in through, they may not travel through any of the other Gates. At the start of each turn draw a **Low Threat** card and use the ***Objective Room*** Map Card to determine which Gate those Enemies enter through. Those Enemies are added immediately to the Fight.

Mission Reward

The vile Monster is defeated! Each Hero receives 100 XP and may draw an **Artifact** card from a Random Other World.

Mission Failure

If the Heroes fail this Mission, then whatever supernatural menace they were facing escapes into the surrounding countryside and goes on a rampage, Destroying all nearby Towns (nearest Towns if playing HexCrawl). The Heroes may not visit a Frontier Town, but must instead proceed directly on to the next Adventure.

Campaign Reward

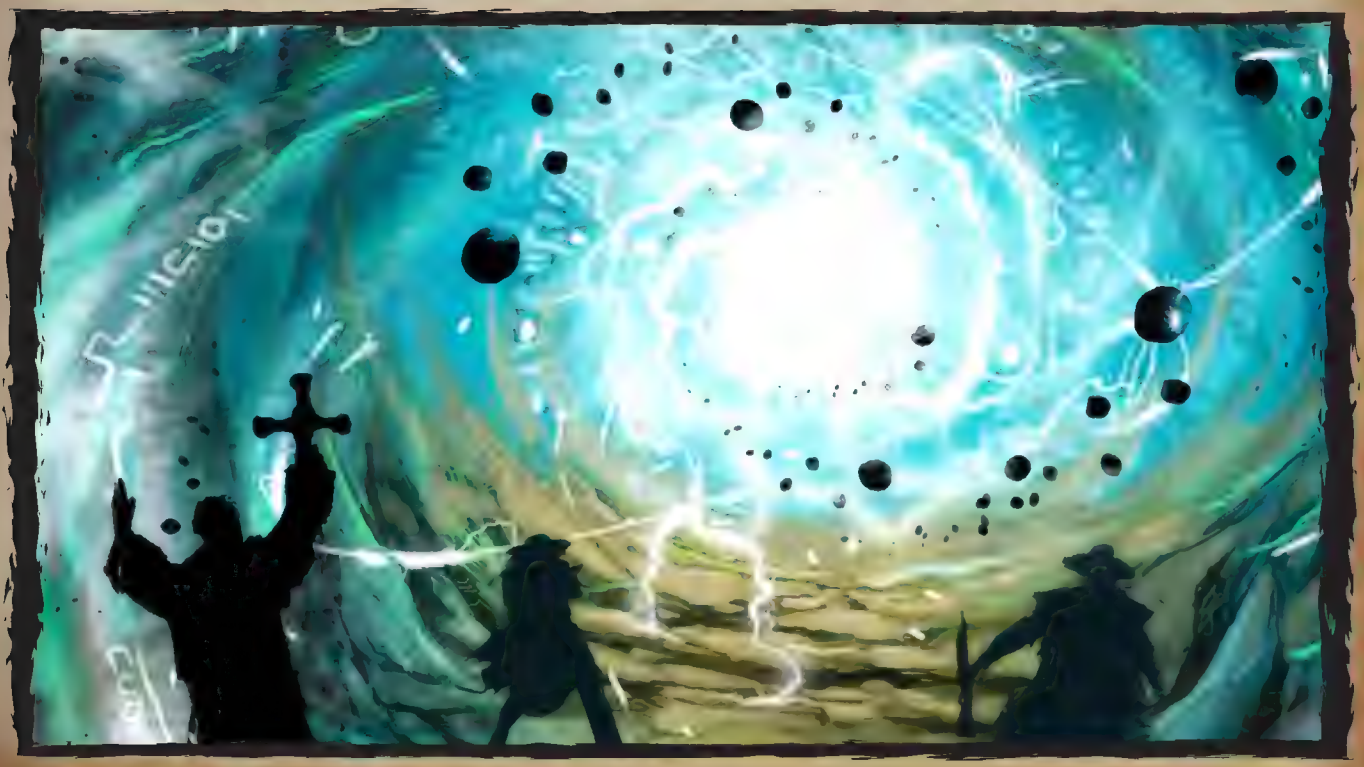
The Campaign is successful! You've vanquished the ultimate evil and saved the World in the process. It'd be hard to top this and after an Adventure like this one, the Heroes all hang up their hats for good and take up owning nice quiet businesses in Town. They go on to live quiet, peaceful lives, every now and then filling the ears of some young so-and-so who happens to ask about the time they saved the World. The Heroes are never sure if they're just being humored or if the youngin's actually want to hear the story, but they tell it just the same as they'll never be able to forget what happened.

Choose a Town and a Town Location for each Hero. In any future campaigns, any Heroes that visit those Town Locations in those specific Towns get +1 to Location Event rolls. Those retired Heroes are always willing to help out the next generation of Heroes that stumble through.

Campaign Failure

The Campaign comes to a terrifying conclusion, not to mention the World. You have failed the Earth and all of its inhabitants through your weakness. Your Heroes are despised by their fellow people, not that it matters much because the rest of humanity is busy being hunted to the point of extinction by otherworldly abominations that see Mankind as mere ants.

Now go get yourself a nice cold glass of milk and spill it on the floor so you can cry over it, Loser. You've got nothing better to do before the World ends...



JOBS BOARD

Heroes may now visit the ***Jobs Board*** to look for what are mostly short-duration mini-missions that take place on the Overland map, though some may be more time-intensive than others. The Short Story campaign style requires that the Posse complete Jobs in order to move the story along, though in the Mine Blast campaign, they're not required. Some Jobs may even lead into Missions on their own, while others will take place as optional conditions that can be completed alongside other Jobs and/or Missions.

Choosing Jobs

Each Town will have three Jobs posted at a time, the Posse may select one of those Jobs if they want or pass on all of them without repercussions unless the Job is listed as 'Mandatory!' in which case the Posse MUST take on that Job. The Posse as a whole may only take on one Job at a time, but may quit a Job and pick up a new one at any time. Any Jobs that are quit are failed and their 'Failure' result occurs.

Heroes may view the ***Jobs Board*** at any time during a Town Stay. Jobs are chosen at random by rolling a D100 (2D10), consulting the ***Jobs Board*** and selecting from the number rolled plus or minus one. So if you rolled '20', you would be able to pick from Jobs 19, 20, & 21. Once a Job is accepted, the Heroes are bound by all the conditions of that Job and if the Job is dropped, it is failed. Mandatory! Jobs must be taken regardless of what else is available.

Care should be taken when selecting Jobs. If you have a choice, be sure to note each Job's Location and Time Limit, as some Job's may be nearly impossible to successfully complete depending on where you're located on the map. There's no sense picking up a Job you know you'll fail and then having to deal with the Failure consequences. Also note the Town where you pick Jobs up from. In some cases the Jobs will refer to an "**Originating Town**", this is the Town where you originally got the Job and sometimes Reward/Failure results will have an impact on that Town.

Completing Jobs

Jobs with a Time Limit will require the Posse to make use of the ***Depth Track*** to keep track of how much time they have left. If a Job has no Time Limit, you can ignore this. Place a marker on the number indicated by the Job's Time Limit, then move the marker one space forward for each day that passes. When the marker reaches the ***Darkness Start*** space, the Time Limit is up at the end of that day and in most cases the Job is failed.

Job Listings

Each Job listing provides information relevant to the Job at hand. When selecting Jobs, it will be important to review what the requirements are for each Job, such as the Location you need to travel to and what, if any, Time Limit there is on the Job. You should try to only select Jobs that you have a chance of successfully completing, otherwise if you later have to drop a Job or fail to complete it, you will have to follow the 'Failure' results listed in the Job's listing.

#	The number rolled using D100
Title	Vaguely descriptive title that may or may not clue you in as to what to expect from the Job.
Keywords	Keywords related to the Job. Jobs with the 'Mandatory!' keyword indicate that you have automatically picked up the Job and must complete it successfully or you must deal with the Failure result.
Background	Flavor text that briefly summarizes what the issue is
Location	This indicates where the Posse will need to travel to in order to attempt the Job. Some Jobs occur at Towns, others at Mines, and still others will simply give directions to a general Terrain type or hex: Local Town: The current Town the Posse is located in. Random Town/Mine: Roll D20 on the ***Town*** or ***Mine Chart*** to determine which Town or Mine the Heroes need to travel to for the Job. This should be done after the Job is chosen, not before.

Location (*cont.*)	Random Clue Site: You will need to travel to a space a certain distance away to Search for Clues. < > Hex: This will usually list a specific type of Terrain that the Heroes will have to travel to and Search or perform some other action on to progress with the Job. Unless otherwise specified, you can only Search or do whatever you need to on those types of hexes to complete the Job. <Location>+<Location>: To find this Location, start from the first <Location> listed, then follow the <Location> directions after that. This will usually indicate a number of spaces to go after that, which will sometimes require you to use the Random Hex Diagram to determine where that hex is.
Time Limit	The number of days that the Posse has to complete the Job. Some Jobs will have an 'Immediate' Time Limit, in which case they start right away in the current Town the Heroes are in.
Description	The specific directions the Heroes will need to follow in order to attempt the Job.
Reward	The reward result the Heroes will find if they complete the Job successfully. Each Job's 'Description' should detail what is required of the Heroes to get a Job's reward.
Failure	The Failure result if the Posse does not complete the Job within the specified Time Limit or the Heroes trigger some other Failure condition found within the Job's 'Description'. Dropping a Job before it is done will also trigger a Job's Failure result.

Job Rewards

In most cases, the Heroes will need to travel back to the **Originating Town** (*the Town where the Heroes got the Job in the first place*) in order to pick up their rewards, though if it makes sense to you that you would get the reward at your current location, then by all means collect your reward there.

Dropping Jobs

The Posse may opt to quit a Job before it is done with it, but if the Posse quits the Job, it must follow the Failure results given in the Job's listing. In some cases, nothing will happen, in others there will be consequences for the Heroes' failure.

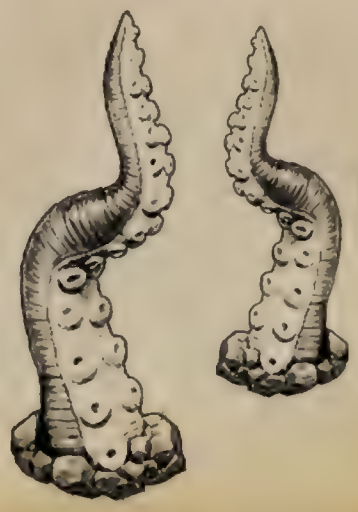
Jobs & Missions

While some Jobs may lead directly into Missions, these Missions are specifically attached to your current Job and don't count against any limits on the number of Missions you can pick up. Each Town only has one Mission available at a time, regardless of any Jobs you've taken on. You may pick up a Mission and still have a Job active at the same time and you may complete these in any order. Each Job or Mission is considered a separate Adventure, so completing either will end an 'Adventure' for the purposes of timing, even if you are still actively involved in the other Adventure.

Exploration Tokens

Exploration Tokens are used with Jobs similarly to how they are used down in the Mines when exploring new rooms. However, there are some differences in when you would shuffle the Overland Exploration Tokens:

1) You start a new game session,
2) You start a new Job,
3) Whenever you transition between using the Overland map & any Map Tiles,
4) Whenever you run out of unrevealed Exploration Tokens.



CAMPAIGNS

Campaigns are meant to be played over multiple gaming sessions and can last as long as your gaming group wants. Some groups may prefer to random unconnected adventures each time, while others may want a longer term, epic story. Multiple campaign styles are provided for you to look over depending on how casual vs hard-core you want your games to be. Some may be virtually impossible to get through, while others don't really have any set structure to them, it just depends on what your group wants to do with its time.

SANDBOX CAMPAIGN

The Sandbox campaign isn't so much a campaign style as it is just a free-roaming mode of play. This style is for more casual, open-ended games where you might have an irregular cast of Heroes each time when you play. This mode could also be used in-between some of the other campaign styles if you wanted a break from world-ending events and epic storylines and wanted to just wander around the map.

Special Rules

In Sandbox mode, Missions and Jobs are picked up from Towns as normal. Simply roll or choose a Mission or Job to get going. Time isn't tracked for anything other than for Jobs that have time limits.

Objectives

Your objective is to enjoy the game. Though by choosing an ultra-casual campaign style, you appear to have a problem with making commitments in life, so we wouldn't want to burden you with actually taking responsibility for anything. Especially nothing as important as saving the world. Or doing your own laundry. Or your dishes. You should really move out of your parent's basement and give your Mom a break.

<cough> <cough>

Failure

You only fail if everyone in your Posse dies, though Towns are still destructible, so potentially if every Town on the map gets destroyed you're SOL, but that's your own fault, slacker.

Set Up

To play a Sandbox campaign you'll just need a few additional items:

- HexCrawl Overland map
- Mine Tracker
- Town Tracker
- Campaign Tracker (optional)
- Gameplay Tokens (optional)

SHORT STORY CAMPAIGN

The Short Story campaign is a shorter-duration story-driven campaign modeled similarly to games like Descent and Star Wars Imperial Assault. The campaign is structured around Story Missions, which not only provide additional rules for the standard Missions found in the Adventure Books, but strings them together in a branching narrative structure and provides a definite ending point for a campaign. There's nothing to stop you from continuing on with your Heroes into a casual Sandbox campaign or starting up another Short Story campaign, but it breaks a campaign up into sizable chunks that may be easier to get friends in on. The Missions in this campaign style are based off of those found in the official Adventure Books and arranged in such a way as to provide a [hopefully] coherent story, rather than random Missions occurring organically.

Special Rules

In this campaign style, Missions are not gained as usual by randomly rolling up Missions in Towns. Instead, there will be a number of Story Missions that will provide a narrative and explain any differences in the Rules/Rewards/Failure results of a Mission, as well as provide next steps for what the next Story Mission will be for the Posse. Each Story Mission can be picked up from any Town (unless otherwise noted in the Story Mission description). In between each Story Mission, the Posse may need to complete a series of Jobs before advancing to the next Story Mission. Jobs can be picked up as normal by rolling on the *Jobs Board*.

Objectives

The only goal of the Short Story campaign is to just make it through to the end of the storyline. What you do after that is up to you. You could either start up another Short Story campaign or convert it into one of the other campaign styles.

Failure

The Short Story campaign will still progress regardless of whether or not you fail any Missions. If you somehow screw up enough to lose every single Town on the map, that could be considered Failure.

Set Up

To play a Short Story campaign you'll just need a few additional items:

- HexCrawl Overland map
- Mine Tracker
- Town Tracker
- Campaign Tracker / Short Story Campaign Log
- Gameplay Tokens (optional)

HELL ON EARTH CAMPAIGN

In this hardcore campaign style, the destruction of Brimstone had wide-ranging effects on the surrounding area. Monsters poured forth from Void Gates in every human Settlement and subjugated the inhabitants, using them like cattle for their own twisted purposes. The Posse begins this campaign on one of the edge of the Overland map on a Road hex, they've just entered the Brimstone region after hearing reports of terrible happenings.

Special Rules

Whenever the Posse would enter a Settlement, they must immediately begin a Town Overrun Mission [*Frontier Town*:5]. Successfully completing the Mission frees that Town. For every Town that is successfully freed, permanently add 1 Growing Dread card to the stack at the beginning of EVERY Mission for the duration of the campaign. Any Towns that are freed begin with only a single Town Location, as every other Location was destroyed by Monsters or converted into ghastly slaughterhouses. The normal Town Construction rules do not apply in this campaign. To build new Town Locations, the Posse must complete Missions. You may choose to ignore the normal Reward results for any Mission and donate the Rewards of that Mission towards rebuilding the Town. Instead of a normal Reward, the Town gains a new Location (Heroes still collect XP, but do not get anything else; up to a maximum of 8 Locations per Town).

Objectives

The goal of the Hell on Earth campaign style is to free as many Towns on the map as possible from their demonic tormentors. At the end of the campaign, after you've freed the last Town on the Overland map, tally up how many Towns are still standing and look up the ***Surviving Towns Chart*** to see how you rated.

Failure

The only way to "fail" this campaign is if every last Town on the Overland map is destroyed. Then you pretty much suck and you should feel bad. Are you sure this is the right game for you? There might be a regular bingo game your local church puts on that you can get in on...

Set Up

To play the Hell on Earth campaign style you'll need a few additional items:

- *Frontier Town* expansion
- HexCrawl Overland map
- Mine Tracker
- Town Tracker
- Campaign Tracker
- Gameplay Tokens (optional)

Rating

Consult this table to see how well your Hell on Earth campaign went:

Surviving Towns	Result
1–4	***So Long and Thanks for all the Nothing!*** Congratulations on doing jack squat, were you even playing the game?
5–8	***Meh.*** I guess you rolled some dice around. Don't you have a game of *Magic the Gathering* to get back to?
7–12	***At Least You Tried*** You're a sorry sack of somethin' who allowed almost the entire population around Brimstone to die horrible, horrible deaths, but at least you did more than that *Magic* player. You've earned a sip of whiskey.
13–18	***THANK YOU [player name]!*** BUT OUR PRINCESS IS IN ANOTHER CASTLE!
18	***Slow Clap*** You put up quite a helluva an effort and saved most of the Towns around Brimstone from destruction. Some were lost along the way, but those people were probably assholes anyways and won't be missed. They likely deserved it.
19	***Mad Max*** Though you walked in on a land on the brink of destruction, you managed to save every last Town (or mostly every last Town) from being destroyed. You've freed the people here from a horrible fate at the hands of these creatures from the Void. Songs will be sung in Saloons around the region for generations.
20	***Cheater!*** You are probably lying and you're a goddamn bastard for lying to the game. Go to Hell!

MINE BLAST CAMPAIGN

The Mine Blast campaign is the campaign formerly known as "the HexCrawl campaign", with a few tweaks from the previously released version of these rules. This is a long-term campaign without much of a storyline, but instead gives a relatively simple, yet tough goal for the party to fulfill. For a more structured, yet shorter-term campaign, you should probably try the Short Story campaign style. This campaign is potentially un-winnable as the Towns across the region will descend into something resembling a death spiral as you try to destroy Mines before all the human settlements in the area are destroyed, dooming humanity's chances at stopping this threat.

Special Rules

In this campaign style you will need to keep track of the Status of Mines and Towns on the Overland map. This will determine the difficulty of some things and also affects the *Overland Darkness Track*. There's also a special Overland action available to the Heroes known as the ***Ritual of Sealing*** that can be used to seal the Void energies within the Mine itself. In addition, whenever a *Wilderness Encounter* occurs, the Heroes should also make a special ***Overland Hold Back the Darkness*** roll, which will get harder as the campaign continues.

Objectives

There are 17 Mines spread across the region surrounding Brimstone, the Mine Blast campaign will take the Heroes across the land attempting to Seal or Destroy those Mines. The final showdown will occur beneath the Ruins of Brimstone (Mine #20), the epicenter of the chaos that has engulfed the region. It was there where the Darkness first slipped through into our world and that is where Humanity will make its last stand against the terrors of the Void.

Failure

If the *Overland Darkness Track* ever reaches the Hero Start space or if all Towns on the Overland map are Destroyed, the Heroes have lost the campaign. Good luck keeping that from happening, no pressure.

Set Up

To play the Mine Blast campaign style you'll need a few additional items:

- HexCrawl Overland map
- Overland Darkness Track (Depth Track)
- Mine Tracker
- Town Tracker
- Campaign Tracker / Mine Blast Campaign Log
- Gameplay Tokens
- optional: XXL Enemy Expansion

Mine Status

Every Mine will have a status, the default status is 'Active' and indicates that there are Dark Stone concentrations and Void Gates located at that Mine. Mines can become Sealed, Destroyed, or, if the Void energies permeating those Mines becomes too great, the Mine becomes Overrun and the Heroes will not be able to enter that Mine anymore. The Ruins of Brimstone are permanently Overrun throughout the campaign, but can be entered for the final Mission.

Active Mine

The default status of a Mine is Active. This indicates that Void energies are present at this Mine and Adventures are possible at this Mine as normal.

Sealed Mine

The connection between our world and the Void has been severed here. Heroes may choose to have a future Mission at a Sealed Mine, but this causes the Mine to become Active again.

There are two ways to Seal a Mine: on the Overland map or upon successful completion of a Mission. In either case, the Posse will need to perform a *Ritual of Sealing* using an Occult Scroll Side Bag Token. If successful, this will change the status of a Mine to 'Sealed', which can be cheaper and easier to do than Destroying a Mine at first, but may only be a temporary solution and becomes harder as time goes on in the campaign.

Destroyed Mine

The Mine has been blown up and all traces of the Darkness have been forever wiped out when a Mine is Destroyed. No further Adventures can happen at a Destroyed Mine.

Mines can be Destroyed at the successful completion of a Mission by using an Explosives Side Bag Token to blow a Mine up and change its status to 'Destroyed'. They can also be Destroyed via the *Blow the Mine* Mission [Basic:6].

Overrun Mine

The Void energies from the Dark Stone deposits here have become too great and the Mine is bursting with power from beyond the Gates. Heroes may not enter Overrun Mines as they have become toxic to all Human life and will kill anyone that tries to enter them. Mines become Overrun when the Heroes fail a Mission in a Mine or through Overland Darkness Events (failing a Town Mission does not do this however).

No further Adventures can happen at an Overrun Mine. Overrun Mines may not be Destroyed with Explosives or Sealed with an Occult Scroll.

Overland Darkness Track

As the Heroes travel the land attempting to Seal or Destroy Mines, the Darkness itself is working its way across the region, constantly seeking to tear our world asunder and spew more abominations forth from the Void.

Players may use either the *Depth Track* included with the game for Overland Darkness or may use the *Overland Darkness Track* included on the **Mine Blast Campaign Log**. The Darkness Marker starts on the Darkness Start space on the far right of the track. The Darkness Marker moves one space to the left every time a Town is Destroyed or a Mine becomes Overrun.

At certain points along the track, the Darkness Marker will land on blood spatters or Growing Dread spaces. These indicate new global effects that will permanently affect every Mission and Fight that the Heroes engage in for the rest of the campaign. When the Darkness Marker lands on a blood spatter space, draw the next **Darkness** card in the deck with the keyword '**Boost**', that card's effect is now permanent! When it lands on Growing Dread spaces, draw a **Growing Dread** card, this card will be added to the Stack at the start of every Mission.

The Hero Marker begins on the other end of the *Overland Darkness Track* on the far left and shows the progress of the Heroes as they Seal and Destroy Mines. For each Mine that the Heroes Seal or Destroy, move the Hero Marker to the right one space. Note that if a Sealed Mine becomes Active again, the Hero Marker moves back to the left one space. When the Hero Marker reaches the Darkness Start space, it is time to face the final challenge in the Ruins of Brimstone!

Overland Darkness Event

Whenever the Heroes have a *Wilderness Encounter* on the Overland map, they should also make a special ***Overland Hold Back the Darkness*** roll as well, the difficulty of which is determined by the position of the Hero Marker on the *Overland Darkness Track* and modified by the number of Overrun Mines or Destroyed Towns (add +1 to the difficulty of this roll for each). Over time, as the Heroes progress through the campaign, this roll will become more and more difficult. If the Heroes succeed on this ***Overland Hold Back the Darkness*** roll, then they are fine, nothing happens. However, if they fail this roll, then they need to make one more roll on the *Mine Chart*. The Status of the Mine that is rolled will determine what happens next:

Status of Mine	Overland Darkness Event Result
Active Mine	becomes an Overrun Mine
Sealed Mine	becomes an Active Mine
Destroyed Mine	nothing happens
Overrun Mine	**Destroy** nearest Town

Special Overland Actions:

Overland Hold Back the Darkness n/a
2D6 roll made whenever a *Wilderness Encounter* occurs on the Overland map. Difficulty is determined by the position of the Hero marker on the *Overland Darkness Track*, modified by the number of Overrun Mines and Destroyed Towns that are on the map (add +1 to the difficulty for each).

Ritual of Sealing (5 MP)
Expend one Occult Scroll and make a Casting Roll to determine if a Mine entrance on the same hex as the Posse has become Sealed.

Ritual of Sealing

To **Seal** a Mine using an ***Occult Scroll***, the Heroes must perform a ***Ritual of Sealing***. This ***Ritual*** can either be performed on the Overland Map as a 5 MP cost action or down in the Mines at the successful completion of a Mission. To perform a ***Ritual of Sealing***, the Posse must make a Casting Roll by rolling 2D6. The Casting Number for this Ritual is equal to the number of Sealed Mines + Overrun Mines + Destroyed Towns. As time goes on in the Mine Blast campaign, you'll find that it will become harder and harder to perform ***Rituals of Sealing*** and instead you'll have to resort to Destroying Mines.

Destroying a Mine

To permanently **Destroy** a Mine using heavy explosives, the Heroes must first purchase an Explosives Side Bag Token from a Frontier Outpost Town Location (see HexCrawl Items). Explosives Tokens each count as **five (5) Side Bag Tokens** towards your limit and can only be carried by a single Hero, meaning that in most cases at least one Hero will have to go without using Side Bag Tokens if you want to blow up a Mine.

One Explosives Token may be used to Destroy an Active Mine and upon successful completion of an Adventure in that Mine, that Mine becomes **Destroyed** and the Explosives Token is discarded. The Explosives Token is used up automatically.

A Mine will also be Destroyed upon successful completion of a ***Blow the Mine*** Mission [Basic:6].

Final Challenge

If the Hero marker has made it to the end of the Overland Darkness Track (or as far as it will go if all other Mines are Overrun) and all Mines on the map have been Sealed, Destroyed, or Overrun, the Heroes must now descend into the depths of the Ruins of Brimstone to put an end to this last threat once and for all! The Posse will need to travel to the Ruins of Brimstone (Mine #20), enter that Mine and go on their final Mission: Confrontation! [HexCrawl:6]. Good luck, you'll need it.

CAMPAIGN OPTIONS

These are a smattering of options you might consider playing that aren't directly tied to any one campaign style and could be used with most of them, though you may find some harder than others.

The Maleficent Seven

The Posse starts off with seven Heroes and any KO'd Heroes are permanently dead if the rest of the Heroes flee or are KO'd. Play until you're ~~all dead~~ victorious.

Town Corruption

Whenever Dark Stone or items with a Dark Stone icon are sold in a Town (does not matter how many are sold), roll a D6 for Town Corruption. For each 1 or 2 rolled, that Town gains 1 point of Corruption. Each point of Corruption that a Town has adds a -1 modifier to all Town Event rolls in that Town.

Guilt by Association

All members of a Posse must be comprised of Heroes who all share at least one keyword with each other.

The Year of Fire & Ash

Track every day of travel and adventure. At the end of one year (365 days), the campaign is over.

Game Master (GM)

One player forgoes controlling a Hero and takes on the role of Game Master (GM). The GM takes over some responsibilities and has some discretionary decisions to make. This can remove some of the randomness from the game, but means one player might give up advancing a Hero. It's highly encouraged that you make this a rotating role that switches between players each play session to make sure everyone gets an equal opportunity to play both roles.

- ***Hold Back the Darkness* rolls/Updates *Depth Track***
  At the start of a new turn, the GM makes all ***Hold Back the Darkness*** rolls (adding in any Hero modifiers) and updates the ***Depth Track*** when necessary.
- **Draws/Plays Map cards/Map Tiles/Exploration Tokens**
  The GM is responsible for drawing map cards and laying out upcoming map tiles, unrevealed Exploration Tokens, and decides where Doors/Gates should be placed on the map. The GM should also take the Heroes Line of Sight into consideration and can lay upcoming Map Tiles down if they would be seen by the player, though the limit that any Heroes should be able to see is two Map Tiles away. The GM may look ahead at unrevealed Exploration Tokens to keep track of Door/Gate Icons and may lay Map tiles down in any orientation they want to.
- **Draws/Rolls Threats**
  The GM is in charge of drawing Threat cards or rolling on Threat tables. Whenever the GM draws Threat cards or rolls on Threat tables, they may do so three times and choose the result that they want.
- **Places/Moves/Activates/Targets/Attacks with Enemies**
  The GM controls all Enemy placement, movement, targeting, special abilities, and attacking. Enemies may be placed however the GM wants, with the only restriction being that Enemies may not be placed any closer than they would if they were using the normal grid placement rules, but they may be placed as far away as the Heroes can see (including on map tiles that are further out). The GM is not bound by normal Enemy AI movement requirements and can move however they want to, including into unexplored map tiles, though they are bound by the targeting rules and can not target a Hero with more Enemies if there are other Heroes who have less Enemies targeting them. Any special abilities that require die rolls, still require the GM to roll dice.
- **Draws/Keeps Darkness & Growing Dread cards**
  The GM draws and reads aloud Darkness cards when called to and draws/maintains the Growing Dread stack as necessary. The GM may look through, but not reveal, the stack at any time.
- **Gets 3 Grit Tokens per Game Session**
  Each Game Session, the GM gains 3 Grit Tokens the same as the players. In the same way that the Heroes may reroll any amount of dice with each Grit, the GM can also decide to reroll any dice that they are in charge of rolling. The GM can also decide to use a Grit to redraw any cards that they are in charge of drawing.
- **Gains Bonuses whenever a Hero is KO'd**
  Whenever the GM is able to KO a Hero, the GM gains a hidden Darkness card that they may play at any time. They may have as many Darkness cards in their hand as they want, but may only play one Darkness card per turn. In addition, if the GM player has a Hero that is sitting out the game while the player takes on the role of GM, that player's Hero gains 75 XP whenever another Hero in the Posse is KO'd. This XP bonus is only gained once for each other Hero in the Posse.

Form and Void

NOTE: Other than the initial section 'Campaign Set Up', the following sections are NOT meant to be read in order. Each entry will direct you to the next entry that needs to be read to progress with the Campaign. Even failing a Mission will progress the storyline. Reading these in the listed order will spoil some story elements.

Campaign Set Up

[Note: The *Form and Void* Short Story Campaign requires the *City of the Ancients* Core Set]

Roll a D20 on the ***Town Chart***. This is the Posse's **Starting Town**. The Posse starts out with no Gold, Dark Stone, or much else to their name. Each Hero starts with a single Side Bag Token and their Starting Gear. Begin your first Story Mission ***For A Few Dark Stone More*** [Basic:1]. For each Mission, read the 'Reward' section only at the end of the Mission if the Posse is successful and only read the 'Failure' section if the Mission is failed. These 'End of Mission' sections will also direct you to the next Story Mission and what if any requirements there are to progress to the next Story Mission.

For A Few Dark Stone More [Basic:1]

Brimstone used to be the center of it all, the 'Paris of the West' is what some folks called it, others called it 'New Gomorrah', what with all the fun people was havin'. Dark Stone minin' was the biggest game in town and it was making hand over fist. It got to be that even the common farmer had enough to retire if he were to find just a few patches of those rocks on his land.

That was before the Darkness came, before Brimstone blew all to damn hell. Inhuman monsters burst forth from tears in the fabric of reality is what some of the more learned folks are sayin', others are sayin' it's divine retribution for the sins of man. Whatever it was, they all sorta just jumped outta these glowing "gates" and started tearing the place apart. Once them things was done with Brimstone, they fanned out across the land. They seemed to be drawn to anywhere those rocks were found, doin' God knows what to whoever they found in the mines. People are still payin' top dollar for them dark stone, but it's not quite as safe a bet as it once was.

Sittin' in a saloon one afternoon, you overhear talk of a local mine up in the hills that has a large deposit of Dark Stone, just waitin' for someone to come and claim it. It sounds too good to be true... and it probably is, but the old prospector swears up and down that he would go claim it himself if he were twenty years younger.

It's not hard to figure out which mine he's talkin' about based on the landmarks he mentions, and though the other patrons he tells just dismiss him, this could be the big score you've been lookin' for. You buy a drink for that old prospector and get him to tell you everything he knows about the place.

He ain't been there in some time and don't remember the layout too well, but he does remember seein' a couple of patches of Dark Stone in the place and somethin' mighty evil about it all Back in those days they was lookin' for Gold and didn't care much about that black rock. He'd a been living like a king now if he'd taken some of that damn rock with him he tells you, still, what he wouldn't give to have his wife and kids back. He doesn't say much more, just sorta starts sulkin' and stares off into nothing, just mumblin' to himself...

Set Up

Choose the closest Mine on the HexCrawl Overland map to the **Starting Town** (*other than #20 Ruins of Brimstone*). This will be the location of your first Mission. Otherwise, ***Set Up***, ***Mission Goal***, and ***Objectives*** for this Mission are all the same per the normal directions listed in the Adventure Book ***For A Few Dark Stone More*** [Basic:1]. Choose either **Small**, **Medium**, or **Large** Deposits for the Mission Length.

End of Mission

Reward:

As you load up on your hard-earned haul, you look back on the smoldering remains of them critters you just dispatched. Them things can be killed, you've seen 'em bleed and you've seen 'em die. Might be whatever gates these things came from leads somewhere else. Might be someday you'll follow them back through and beat the piss out of whoever sent these things through. But that's for another day. Right now you've got reservations with a saloon chair and a bottle of whiskey with your name on it. You might even buy that old prospector a drink or two if you see him again.

Still though, you can't help but wonder about this dark stone. Is it as bad as them Preachers been sayin' it is? Why're people still buyin' this crap anyways, after what it done to Brimstone you'd think people wouldn't be havin' nothin' to with the stuff. Someone out there is grabbin' up the stuff left and right, but for what?

To receive your Rewards for this Mission, you must travel back to the **Starting Town** where you first picked up this Mission at. In addition to the normal Rewards for completing this Mission (**Small**: 25XP and D3 Dark Stone; **Medium**: 50XP and D3+1 Dark Stone; **Large**: 75XP and D3+2 Dark Stone), your next Story Mission will be ***Exploration*** [Basic:2]. Before that Story Mission though, you must complete one Job. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Failure:

Well shit, that couldn't have gone much worse. That damn old man didn't say nuthin' bout all them critters bein' there. Chances are though, whatever the hell you set free from the mine has killed him and a bunch of other people anyways, so no sense in gettin' too worked up about it. Unfortunately for you though, you're still trapped down here in this damn mine and can't do nothing to try 'n help.

Ignore the normal Failure results for this Mission. Instead, you must immediately begin an ***Escape*** Mission [Basic:5] before you are able to exit this Mine. Also, the nearest **D3 Towns** to this Mine are all **Destroyed**. The next nearest **3 Towns** each have **1 Random Location Destroyed** by the escaping Darkness that you freed from this Mine. After that, your next Story Mission will be ***Search Party*** [Basic:4]. Before you begin that Story Mission though, you must complete one Job. Afterwards, to get that Story Mission you'll need to travel to a Random Town on the Overland map.

City of the Ancients [Targa:4]

*You've been hearing rumors and finding information about the ancient, frozen city of **Targa** and now it's time you headed out there for yourself to see what's been spawning these horrible nightmares that've you've seen. They're even sayin' that **Wilfred F. Peabody**, the famous rail baron, is willing to give people a little reward if they can poke around the place and find whatever treasures might lie hidden within... and find out about what kinda threat they pose too, that's kind of important you guess. Folks are also talkin' about some cult, the **Disciples of the Void**, they've been searching for this City themselves for some reason. In all your travelin' around, you've heard rumor of a Mine where cold blizzards seem to emanate both night and day and there's some sort of portal there to another world that people've disappeared through, but none come back. Seems as likely a place to get to **Targa** as any other, so you all gear up and prepare to head on out, looking for adventure and glory... or something resembling it.*

Set Up

Choose a Random Mine on the HexCrawl Overland map (other than #20 Ruins of Brimstone). This will be the Mine you will be traveling to for this Mission. Otherwise, ***Set Up, Mission Goal, Special Rules,*** and ***Objectives*** for this Mission are all the same per the normal ***City of the Ancients*** [Targa:4] directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

*You put a good-sized hole in the last of those bastards and watch as it collapses into a pile of giblets. Sumbitch that was a helluva fight. All around you stands the fabled "**City of the Ancients**", an alien city supposedly older than the Earth itself, and you mean to start tearing into it and grabbin' what you can of value! As your start rootin' around and tearing vaguely gold-like things out of the walls, you see a solid globe of glass or diamond or something protruding from the floor. The markings on it's base show the skulls of terrible, horrible things which would drive a man insane were he to see them in real life, but screw that, that globe is prolly worth a bunch of money. As you grasp the bottom of the thing and try to pull it out of the wall, you realize with some trepidation that that may have not been the smartest of things to do.*

Suddenly alarms start going off all around you and a scratchy alien voice starts repeating some alien phrase that might be Oriental or somethin'. This definitely don't seem good and seems like as good a time as any to head on out. You pack up your things and start making your way back to the gate where you entered this place. To your horror though, with red lights flashing and klaxons blaring, you find the gate is in ruins, blown up some how. You can't travel back through it now.

*A few seconds later, a nearby glass screen on the wall hums to life, revealing what looks like a photo-graph of a figure, and the dang thing moves too, it's like magik! You see the image of someone's backside and as they turn to face you, you recognize them. It's none other than **Wilfred F. Peabody** himself, and he has a damn smirk on his face.*

*"So you've made it through **Targa** alive? Impressive. I had hoped the creatures here would've killed you by now, but it's almost better this way as I get to see the betrayed looks on your pitiful faces when you realize that the gate you took into **Targa** is now gone. And while you were distracting all those defenses, **Dr. Hedgebrook** and I followed you into the City and we're now close to completing the last little bit for the "Awakening". You were essential to all this and we couldn't have done it without your help. Unfortunately for you, when HE has been awakened, it will remove some safeguards, which will likely destroy a substantial portion of **Targa**... along with you too... Oh! Spoilers! I'm sorry!"*

*"It's astounding what we've learned from all the things adventurers like yourself have been bringing us. It's all starting to come together now and I think my Associates will be most pleased with this last piece of the puzzle. At long last, the **Disciples of the Void** shall reign over this pathetic planet, the highest servants of the rightful lord of this plane, **He Who Shall Not Be Named!***

*"You see, **Targa**, isn't so much a city, as it is a giant... prison of sorts. Even now **Dr. Hedgebrook** here is removing the last of the locks, freeing... an ancient entity from mystical chains that held it before the Earth was even formed! You'll meet the Him soon enough... if you manage to not get killed during the Overloading process. It really is a shame though, as you've been most useful up til this point. Au Revoir!" With that, the image of **Peabody** shimmers and disappears. The sound of explosions off in the distance seem to confirm what he's told you. And they seem to be getting closer to your part of the City.*

*You don't know much about techno-logical thing-a-majigs, but whatever **Peabody** was talking about you hope to hell you can reverse or stop. At the very least you need to be looking for a way out of this place. If **Peabody** and **Hedgebrook** came here, they must have another way out. You quickly start looking for signs of their trail in the snow, anxious to catch up with them if you can. Either that, or look for somethin' that looks important that might be able to stop at least this part of the place from blowin' up. They was advanced here, but even they seem to have used steam and boiler rooms for gettin' things done, maybe there's something like that around here that can stop this mess, that or a gate. Whatever keeps you alive.*

In addition to the normal Rewards for completing this Mission (**25XP** and trinkets worth **D6x$50**), you must immediately begin your next Story Mission ***Overload*** [Targa: 5]. Do <u>not</u> go back to the Overland map, proceed directly to the next Mission. The Heroes may get one additional *Catch Your Breath* roll (in addition the normal roll the Posse gets at the end of your last Fight).

Failure:

There's just too many, you can't handle this! There's more and more of them things streamin' from every dark corner and crevice of this damned frozen city. It's almost like these things knew you was comin', cause they was prepared and they hit hard. They beat you back at every turn and your pretty durned busted up.

*So you just run. You run as fast and as hard as you can to get the hell out of this godforsaken city, leave it to the cold and the monsters. Screw **Peabody** and screw **Hedgebrook**, if they wanna know so much about this city they can come here themselves and have a gander at it, you're through. Occasionally some unseen thing hits you and the back and it burns like nothin' you've ever felt before, but somehow you make it back to that sweet, sweet portal that'll take you back to Earth, back to home.*

Ignore the normal Failure results for this Mission. Each Hero takes **D6 Wounds** that carry over into the next Mission. You must immediately begin the Mission ***Last Stand*** [Targa:3] before you are able to exit this Mine. Do <u>not</u> go back to the Overland map until you complete that next Mission.

Escape [Basic:5]

Well shoot. That didn't exactly go according to plan. Wherever the hell it is you've found yourself, you need to get yourself back out, and quick. You're deep in some damn tunnel where things are alot darker and deadlier than you're comfortable with, not that you're scared of the dark or anything like that.

Set Up

The Posse begins this Mission immediately on the ***Mine Entrance Map Tile***. The ***Set Up***, ***Mission Goal***, ***Special Rules***, and ***Objectives*** for this Mission are all the same per the normal ***Escape*** Mission [Basic:5] directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

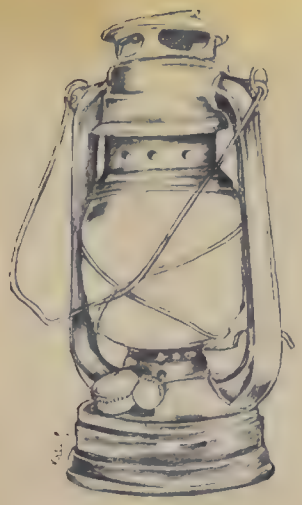
Sweet beautiful sunshine, it's about damn time. You walk out in to the sunlight and you swear that bright blue sky has never looked sweeter to your eyes.

In addition to the normal Rewards for completing this Mission (100XP), you can now exit this Mine back to the Overland map. Unless otherwise stated, you exit the same Mine that you originally entered into.

Failure:

Awww crap! That did it. That last little bit really pushed you past the edge. You grab a part of your body that ain't been in this much pain in your life and hope to hell you'll be able to make it back to town in one piece. Least though you got yourself out of that mine somehow and you can see the sun shinin'. It's a bit dimmer now with that Darkness escaping and all, but at least you see it.

Follow the normal Failure results for this Mission. Each Hero must discard one ***Gear*** or ***Artifact*** card with a listed Gold value of at least ***$200***. Any Hero that can't discard a ***Gear*** or ***Artifact*** like that must instead roll D8 on the ***Injury Chart*** (or D3x10+D3 if using the ***Expanded Injury Chart***). You can now also exit this Mine back to the Overland map. Unless otherwise stated, you exit the same Mine that you originally entered into.



Exploration [Basic:2]

*As you flip a coin in the air to decide what to do next, a stranger reaches out and catches your coin, apparently makin' the decision for you it would seem. He tosses the coin back to you and introduces himself. "**Wilfred F. Peabody**", sounds like somebody important, mostly cause he says his full name like it's a title or something. His companion, a crazy-looking, wild-eyed fellow who doesn't say much, is known simply as "**Dr. Hedgebrook**". **Hedgebrook** is apparently some kind of smartie pants, but he just looks like a loon to you. **Peabody** is what they call a rail baron and owns most of the rail lines in the area. He's lookin' to expand his investments to include more dark stone mining along with all them valuable artifacts people is comin' back with. He's heard things from some folks and figures you're the only ones crazy enough *ahem* dangerous enough to go into one of those old mines by choice.*

***Peabody** recently purchased the land rights to a mine with suspected dark stone deposits and needs someone to go in and do some explorin' for him, maybe find out if the place is safe enough to start diggin' out that dark stone again. You know the mine he's talking about and while you wouldn't say you're eager to go there, the money from your last job isn't lasting quite as long as what you thought it would. Besides, you came out OK the last time around, what could be so bad about this one? You just need to get in there, poke around a little bit and then get out. It's gonna be a cake-walk.*

You tell him you'll do it, he just better have your money ready for you when you get back in. He seems real happy with the answer you gave him, adding that his Associates will be most pleased if they're able to get their hands on even more dark stone. You ask him why these Associates are so hot to trot over this dark stone.

*"My Associates are simply collectors looking to build up their supplies. You never can tell when the whole market will just… blow up. But do keep an eye out for anything else you might find out there while you're about. We've plenty of funds to spare for any other discoveries you might have while you're out there. Bring anything else you might find to **Dr. Hedgebrook** here and he'll pass along a reward for you. This should be a perfectly simple affair though, I suspect you won't find much in that old mine, but you never know."*

*And with that, **Peabody** and **Hedgebrook** are gone. You've got yourself a contract, time to get to it!*

Set Up

Choose a Random Mine on the HexCrawl Overland map (other than #20 Ruins of Brimstone). This will be the Mine you will be traveling to for this Mission. Otherwise, ***Set Up, Mission Goal, Special Rules,*** and ***Objectives*** for this Mission are all the same per the normal ***Exploration*** [Basic:2] directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

*You look over your scrawlings, your rough map of the mine and realize that you've explored the last room. 'Bout damn time too, you was gettin' sick of this place. Doesn't look like there's as much dark stone here as what **Peabody** thought there'd be, but that ain't really your problem. He's just payin' you to look around and by your reckoning, that's what you've done.*

You're turning to amscray out of there when the glint of something catches your eye towards the back of this room. You thought it was a wall at first, what with all the dust and debris covering it, but you catch something shiny reflecting your lantern light. You get a little bit closer and start to wipe away the dirt. You feel a cold burn shoot up your arm! A closer look at the bit you've wiped away reveals that it looks to be… ice?! It's cold underground, but you didn't think it was that cold!

Taking care to use some protection on your hands, you wipe the rest of the dirt that you can away and jump back at what you've found here. It's some kind of horrible lookin' thing, fully encased in a block of ice! You ain't never seen anything like it, it's like some kind of damn giant roach or bug or somethin'. There's somethin' no good about the sumbitch you just can't quite put your finger on. Not only that, but you realize that there seems to be quite a few of these things all clustered together, it's like a whole family of the critters. Behind them on the walls of the mine you see some kind of weird art and writin' you can't quite recognize, as if from some long dead civilization, the horrors of which man was never meant to know… or somethin'.

*It's against your better judgment, but you think you might be able to drag these things out and bring them back with you. It might make up for not finding them dark stone deposits like **Peabody** was looking for and hopefully he'll throw in a bit of a bonus for these things, whatever they are. You should probably drop them off with that **Hedgebrook** fellow and maybe he'll throw in a little something extra with your reward.*

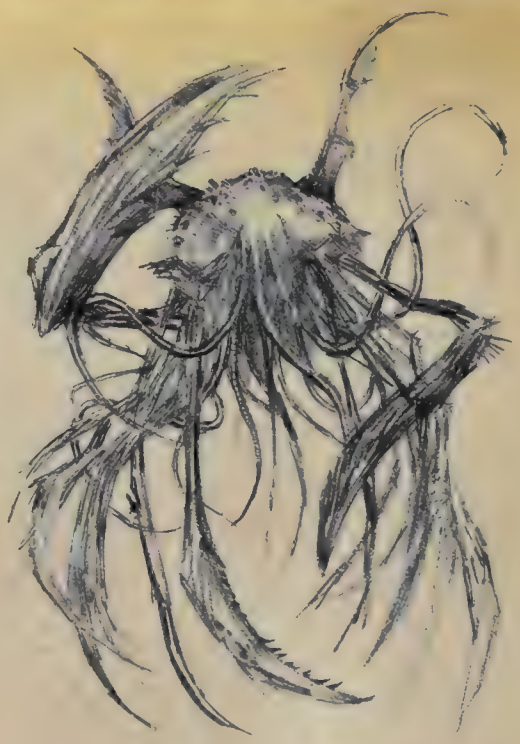
Before you can collect your Reward, you'll need to travel back to the **Originating Town** where you got this Mission from. Until you get back to that Town, reduce your Overland Move Points to 3 per day as your extra cargo is weighing you down. In addition to the normal Rewards for completing this Mission (**25XP** and **$50 x number of steps on the Depth Track the Hero marker is from Mine Entrance space**), your next Story Mission will be ***Frozen Expedition*** [Targa:6]. Before that Story Mission though, you must complete **two Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Failure:

*Hot darn it, that smarts! **Peabody** didn't say anything about seeing things like that down here! And just what in the hell was that thing that you saw? Now you've fallen down a shaft into a deeper part of the mine and last you saw that hell beast was makin' its way towards the exit. If that thing gets out, there's no telling what that thing will do if it makes its way back to a Town. You suspect there's the blood of more than a few innocents on your hands for failing to stop that thing. Some Hero you've been. Now you're trapped down here without a map and you need to find yourselves a way out of this mess and see what you can do to write your wrong.*

Ignore the normal Failure results for this Mission. You must immediately begin an ***Escape*** Mission [Basic:5] before you are able to exit this Mine. After you eventually get out of the Mine, while traveling, instead of rolling each day, you will automatically have a Wilderness Encounter every day you travel on the Overland map until you get back into a Town. Also, the **nearest Town** is **Destroyed** and the **5 nearest Towns** from there will each have **1 Random Location Destroyed**. Your next Story Mission will be ***Terror in the Night*** [Targa:1]. Before that Story Mission though, you must complete **two Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Wilfred F. Peabody
Rail Baron of the Atlantica-Pacifco Rail Line, *Peabody* made his fortune on the blood, sweat, and tears of folks laying tracks and building bridges all across the Southwest. When Brimstone blew, others lost their shirts and moved out of the area. *Peabody* doubled-down and started hiring mutant labor to rebuild the lines.



Frozen Expedition [Targa:6]

*You'da thought this pale fellah had escaped from the looney bin what with his disheveled hair and wild look in his eyes, but he declares that he's some kind of doctor or scientist that works for **Wilfred F. Peabody**. You're still not convinced that he's not crazy, but you listen to him just the same because he gives money for work. This **Dr. Hedgebrook**, as he calls himself, is looking over the icy things you brought back from your last adventure. The ice around them seems to have gotten a bit smaller since when you pulled them out of that mine.*

A little bit after you arrived in town with them things the doctor dispatched an Expedition of some of his underlings to look into finding more clues about these frozen critters. After they left though, he noticed these ice things was startin' to thaw out, which, given the monstrous appearance of their occupants, couldn't possibly bode well for the locals.

*That's where you all come in. The **Doc** hasn't heard from that Expedition in awhile and needs you to go look into it and see if you can find out what they've been up to. He thinks some **Journal Pages** they have might be helpful in figuring out what these things are and how to contain them if this ice melts any more, which it's lookin' to do.*

Just then, someone runs in all bloody-like and on the brink of death, with only enough strength to say a few things before keelin' over. Seems like the rest of the Expedition has been slaughtered like pigs by some terrible things that came from some portal to an ancient and terrible frozen city, one of them gates people been talking about. There's no one left alive with the Expedition now.

Hedgebrook is mighty desperate now. There's no tellin' what these things will do when they've thawed out all the way, but the Doc doesn't want to leave because of all the science he can get from it. He needs those Journal Pages to figure out what can be done with these ice critters and needs someone to go recover them. He's beggin' you to help him out since you're the only one nearby that's dealt so much with these creatures from the gates.

You're not one to do volunteer work, but the Doc is kind enough to offer you all a reward for your hard work, so you're inclined to be a good Samaritan.

Set Up

The Town you're in is now the **Originating Town** for this Mission. Choose a Random Mine to travel to for this Mission (other than #20 Ruins of Brimstone). After you've collected the *Journal Pages*, you'll need to return back to this Town to finish the Mission. Otherwise, ***Set Up, Mission Goal, Special Rules***, and ***Objectives*** for this Mission are all the same per the normal ***Frozen Expedition*** [Targa:6] directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

*You make it back with the **Journal Pages** and deliver them to **Hedgebrook**. Just in time too, 'cause it seems in your absence some of them things thawed out all the way and started running amok in Town. Guns 'n bullets don't do much against them and now the Sheriff and some deputies are all dead too.*

*__Hedgebrook__ sifts through the **Journal Pages** and finds some complicated formulas. He seems to have forgotten all about you and loses himself in the pages. "Egads! That was it the whole time!, it was practically staring at us the whole time! They've completed the theorem, this is magnificent! Yes... yes... yeeeesss.... mmmm.... mmhhmmm.... ... ahaa.... rather ingenious! These things are just the servants of <unintelligible mutter>... Mmm... so they aren't the keepers, but they know the way... and this recipe for the Void Ichor could be used.... hmmmm.... carry the three and divide by zero here... Yes! Yes! Yes! I've got it!"*

*He suddenly turns to his workbench and starts fiddling with some nasty-looking chemicals and after some time mixes up a batch of a **Green, Glowy Liquid**. He rushes past you outside to where the **Frozen Things** are gnawing on a building. They don't seem to take much notice of the Doc and are focused on devouring the bits of wood and metal that make up the building.* **Hedgebrook** *pours a little bit of the **Liquid** on each creature. To your surprise, where bullets didn't do nothin' to 'em, that stuff starts to crackle and burn, almost melting the things from the inside out and they all keel over and die. **Hedgebrook** seems almost heartbroken though.*

"Well that wasn't supposed to happen! This was supposed to be a binding agent... mmmm... where was I wrong in my calculations?" He seems lost in thought.

*<Clap>... <Clap>... <Clap>... "Well done Heroes! You've saved the Town from these dastardly monsters. We should hold a festival in your honor!" You turn to see **Wilfred F. Peabody** leaning against a building with a group of ugly-lookin' thugs gathered about him. Peabody walks over towards the **Doc** and some of his thugs start gathering up the husks of the **Frozen Things**.*

*"Now **Dr. Hedgebrook**, that was excellent work you've done here, this **Liquid** you've brewed up here might be just the thing we've been needing for that *other* thing you've been working on." **Peabody** gives him a knowing glance and the **Doc's** eyes light up as if in realization. "Yes, of course! The application for that is perfect! I just need to make a few adjustments to the formula to align with the invocati-" **Peabody** puts a finger to his lips and motions for another thug to escort **Dr. Hedgebrook** away. He turns to face you.*

*"Good Sirs, we can't let this victory go to our heads though. According to **Dr. Hedgebrook's** research and some other information we were able to recover from the Expedition, these things came from the ancient frozen city of **Targa**, perhaps you've seen it in your travels? They're servants of some other entity out there and we need to know why these things were found down in that mine and what their intentions are for us. This thing is bigger than you or possibly even me. If I give you some more money, minus the expense of anything that was destroyed here of course, can you be some dears and make a trip out to **Targa** for me?" He jingles a bag of coins in front of you, which seems to cloud your better judgment... yet again. You agree to looking into this **Targa** place for **Peabody** when you get the time.*

*Strange though that **Peabody** knew about **Hedgebrook's** research and some of what he just discovered. There weren't no time for him to read those **Journal Pages** and it's almost like him n' **Hedgebrook** have something else going on... Your stomach rumbles though and you leave to go get some food in you. All this fightin' and thinkin' is making you hungry. Even with this extra money that **Peabody** is giving you, you'll need to look for some work to buy supplies. If you're going to **Targa**, you'll need to get yourself prepared for whatever the hell you're gonna meet up with.*

In addition to the normal Rewards for completing this Mission (**50XP**, plus an extra **$250** if no buildings were destroyed), your next Story Mission will be ***City of the Ancients*** [Targa: 4]. Before that Story Mission though, you must complete **three Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Failure:
As you leave the Mine, broken and bruised, you catch sight of an equally disheveled ***Dr. Hedgebrook****. Without those* ***Journal Pages****, he couldn't come up with nothin' and those* ***Frozen Things*** *decimated the town and moved on to other pastures, leaving a huge swathe of destruction all over the area. He blames you for all the destruction and lays into you for a bit, but his temper is cooled by more pressing matters.* ***Peabody****! After those things was done with the town,* ***Peabody*** *came with some fellows dressed in robes and seemed to be able to call to them or control them somehow. He directed those* ***Frozen Things*** *to where the other towns were and then left with the robed fellows. There's no tellin' where he's got himself to, you'll need to do some investigations of your own to figure out where he's gotten himself to or what they're up to...*

Ignore the normal Failure results for this Mission. The **Originating Town** is **Destroyed** and the **3 nearest Towns** from there will each have **D3 Random Locations Destroyed** before the damage from those Other World creatures can be contained. Your next Story Mission will be ***Stop the Ritual*** [Targa:2]. Before that Story Mission though, you must complete three Jobs. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Dr. Hedgebrook
Rumor has it that *Hedgebrook* was chased away from his practice out East after the locals there caught wind of some of his "unnatural" experimentations. He came to Brimstone looking to start afresh, where the weirdness of Brimstone could mask any of his bizarre studies and provide ample subjects to experiment on.

Last Stand [Targa:3]

You don't know how it happened. Whatever that bastard ***Peabody*** *has gotten you mixed up in has lead you here. Things were a bit of a blur after that last bit and all you know is that you're somewhere deep down in the Mines. But you're not alone... There's some more of them things you can hear off in the distance, getting closer. You've got a little bit of time to prepare some kinda defense, but you don't know if you can hold them off. This is the most desperate you ever been in your whole life. If you make it outta this whole thing alive,* ***Peabody's*** *got a bullet with his name on it, and you're aimin' to make that delivery, or die tryin'!*

Set Up

The Posse begins this Mission with their Heroes anywhere on the board. The ***Set Up, Mission Goal, Special Rules***, and ***Objectives*** for this Mission are all the same per the normal ***Last Stand*** Mission [Targa:3] directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

Bodies, bodies, bodies all around you. You didn't know you could get so used to the sight of all that blood, bile, and organs, but if them doctors can do it, why shouldn't you? As you kick over a few of the corpses you find various nick nacks and oddities in the bellies of these creatures and take them for your own, these fellers certainly won't be needing them anymore.

You eventually make your way back to the Mine entrance and are blinded by the Sun as soon as you get out. It seems like it's been an eternity since you last saw any sunlight, but the breeze and the fresh air feels good. You wonder how much longer that'll be around for anybody if you don't stop these supernatural menaces. Whatever **Peabody** *is up to, he's aimin' to bring, or maybe he already has, somethin' particularly hostile and unnatural to this world and you don't think there'll be too many sunny days and cool breezes around after that happens. You took a whoopin' the last time and yer afraid of what might happen if you try a direct assault on him. He's messin' with powers beyond human understanding and you don't know what chance mortals will have against him and whatever he's plannin' on summoning out here.*

What's more, you're not entirely sure what you could do to him anyways. You figure if anybody else would have any idea about what's goin' on it'd be that other fellah that's always with him, **Dr. Hedgebrook**. *If you are where you think you are, you know he's got a laboratory that ain't too far from here and you can probably get some answers from him or at least look through his stuff. Smart folks like him are always stupid and like to write stuff down. He got so many things goin' on in there, you might also be able to pick up something extra that'll help you pull one over on the bastard* **Peabody**.

In addition to the normal Rewards for completing this Mission (**5 Loot cards** and **D6x25XP** to any Heroes not KO'd at the end of the Mission), you can now exit this Mine back to the Overland map. You exit the same Mine that you originally entered into, this Mine shall be referred to as the **Objective Mine**. After you enter the nearest Town, you may immediately begin the next Story Mission ***Blow the Mine***.

Failure:

It's happened again. You thought you were in a good defensive position, but them things just kept on comin' and you wasn't strong enough to hold them back. You wonder to yourself, maybe you're not up to the task? You've failed 'bout as much as anything, maybe you're just not cut out for this world-savin' business after all? Can any man or woman hold out against them things really?

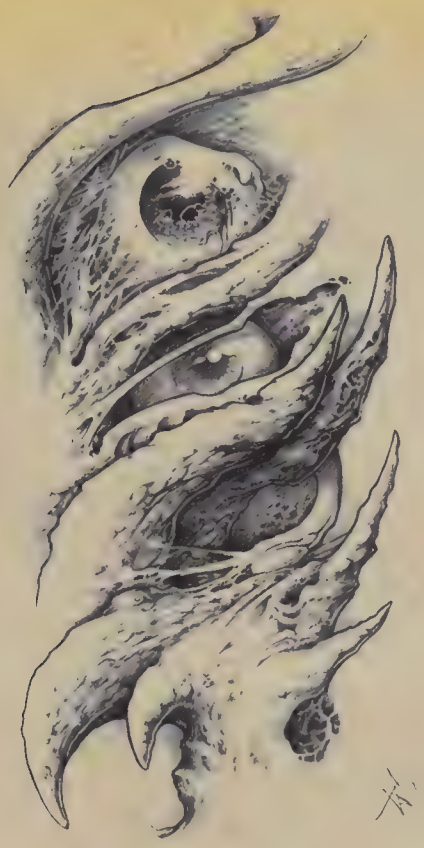
You eventually make your way back to the Mine entrance and are a little bit saddened to see it's night time as you was hopin' for some sun light to brighten your mood. What's more, the stench of death and decay is strong around here. You don't immediately see nothin', but it's strong around here.

The more you think about it, you're not entirely sure what you could do to **Peabody** *even if you caught up with him anyways. You figure if anybody else would have any idea about what's goin' on it'd be that other fellah that's supposed to always be with him,* **Dr. Hedgebrook**. *If you are where you think you are, you know he's got a laboratory that a ways off from here and you can probably get some answers from him if he's there or at least look around and see if you can find something. Smart folks like that are always writin' stuff down. Hell, he's probably got so many things goin' on in there, you might also be able to pick up something extra that'll help you pull one over on the bastard* **Peabody**.

Another question comes to mind as you look around the Mine entrance... what the hell happened to your horses?

As you begin to search the area, you find the source of that deathly smell. It's your horses. Them things that was attackin' you must've swept through here before you got here and they killed them horses. Looks like it was just for sport though, as they don't seem to have eaten anything off them other than the heads.

Each Hero must roll once on both the ***Injury*** and ***Madness Charts*** (regardless if they were KO'd or not). You exit the same Mine that you originally entered into, this Mine shall be referred to as the **Objective Mine**. After you enter the next Town, you may immediately begin the next Story Mission ***Blow the Mine***. However, any Mounts your Posse had are **Dead**, as you've been away for too long and they've been slaughtered by something.



Overload [Targa:5]

*That sunnuvabitch **Peabody**! He's trapped you on **Targa** where he thinks you're gonna lay down and die just like that. He can go to hell and you mean to take him there with you. Whatever he was planning with this "Invocation" of his, he'll have to cut it short, just as soon as you're able to get yourselves out of **Targa**. Seems **Peabody** and **Hedgebrook** prepared a little surprise for you when you after you landed in **Targa** and now the **City** is apparently counting down to something that can't possibly be good.*

***Peabody** and **Hedgebrook** both followed after you and did something using all the stuff you had found for them to wake a 'prisoner' of some kind here, but it's lookin' like it's gonna blow you up in the process. Sounds like **Targa** was actually some kind of giant prison meant to hold the thing in here, and they've been organizing a prison-break. Y'all need to either keep this old place from blowin' you up with it or escape through another portal back to **Earth** if you can find it. You've followed some tracks in the snow that you're pretty sure was **Peabody** and therns', but there's no telling where they've gotten themselves to now, the dang snow has covered up their tracks for good now. You think there might be some kind of Boiler room or somethin' that'll stop this chain reaction from blowin' the place sky high, but that's a long shot. Still, unless you can find another gate back home, you don't have much options.*

Set Up

The Posse begins this Mission immediately on the ***Targa Entrance Map Tile***. The ***Set Up, Mission Goal, Special Rules***, and ***Objectives*** for this Mission are all the same per the normal ***Overload*** Mission [Targa:5] directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

*With mere seconds to spare until oblivion, the alarm bells fade out and the red lights that were shinin' everywhere turn a less threatening color. You've turned off some boilers here and whatever process it was that **Peabody** and **Hedgebrook** started up, you've managed to turn off at least here. Explosions still rip through other distant parts of the City. You pause briefly to catch your breath and scoop up a few trinkets that might be valuable for somethin' later on.*

*At this point you're pretty well done with **Targa** and this ancient shit-hole, but over the horizon, you see something that don't look too pleasant. You kept the part of the City you was in from blowin' up, but it looks like whatever **Invocation** that **Hedgebrook** was performing has completed and the **Prisoner** has awoken!*

It's a terrible sight to behold, about the size of a mountain, a lumbering leviathan of stone, flesh, and metal! What you assume to be its head rises up into the clouds and a horribly misshapen body steps awkwardly below it, as if waking from a great sleep. It's approaching directly towards you, destroying whole buildings wherever it walks. You don't know if it senses your presence or just so happens to be coming in your direction, but you need to amscray outta there!

You take off runnin', you need to get the hell outta this city and back to Earth before that thing gets you! Though your original way in here was destroyed, you come across what looks to be another gate that can take you back to Earth. As the giant lumbering abomination is bearing down on you, you stumble through to the other side of the gate. This gate is way too small for somethin' that big to pass on through and you hope beyond hope that your ordeal is over.

However, it's not. Whatever that thing was that you saw, you can still see it through the gate. It's almost like it... like it knows the gate is there. It reaches down with one great tentacled appendage, various tendrils writhing about. The tentacles burst out of the gate and begin grabbing about for anything to hold onto. You're not sure what to make of it, when suddenly bursts of bright blue energy begin coursing through the tendrils. It's almost like the things was.... feeding on the very rock around the gate. Then the gate seems to expand ever so slightly. Another few minutes later and the same thing happens again! Whatever that thing is... it's widening the gate and it means to come through!

You bolt out of the mine as soon as you can knowin' that whatever that thing is, it's too dang big for you to tackle on your own. There might still be hope if you can get back to **Hedgebrook's** *laboratory and find what you can there. Hopefully you'll catch Hedgebrook himself there, but at the very least, you might just be able to pick up something else that'll help. Even some* **Explosives** *could help if you could collapse the mine in on that damn thing before it comes through to our world!*

In addition to the normal Rewards for completing this Mission (**50XP** and roll a D6. On a 3+, you may draw a **Targa Artifact**), you can now exit this Mine back to the Overland map. You exit to a different, Random Mine than what you originally entered into and you may immediately begin the next Story Mission ***Blow the Mine*** by going to the nearest Town. Record the Mine that you exit from as the **Objective Mine**.

Failure:

Explosions happen all around you and you see some of the tallest towers within the ancient city begin to tumble. Thousands of years worth of history, gone within an instant. You wasn't able to stop the chain reaction and you're pretty sure you're a goner now.

As you race through the next room, looking for any kind of protection you can find from the imminent doom you're pretty sure is on its way, you get about halfway through when all of a sudden the floor underneath you begins to glow and crackle with a bright, blue energy! You're sure it's some kinda trap or some new deathly hazard that'll finish off what the destruction of the city won't do. Indeed, bolts of energy shoot all around and seem to travel through you and back to the floor again and your feet are almost bolted in place, you're paralyzed on the spot. And yet, you feel no pain, it's actually quite peaceful. Then, in a flash, you're gone from the doom that is befalling the City of the Ancients and... surrounded by darkness?

Where in the hell have you gotten yourself to now? Wherever it is its a bit quieter now that the place isn't engulfed in flames and such. The silence doesn't last for long though, as you start to hear the chittering sounds of things man was not meant to know. There's some other things down here with you, wherever you are... and it sounds like they're on their way!

In addition to the normal Failure results for this Mission (each Hero rolls once on the ***Injury Chart***), you must immediately begin the next Story Mission ***Last Stand*** [Targa:3] before you are able to exit back to the Overland map. Do <u>not</u> go back to the Overland map until you complete that next Mission.

Seal the Void Gate [Basic:3]

Well, you finally tracked that pair of pissants out here. **Peabody** *and* **Hedgebrook** *wasn't too hard to follow as they left a trail of misery and destruction every where they went. Before you got there though, some preacher man by the name of* **Father Bartholomew**, *even tried gettin' together his followers to go down into the Mine where* **Peabody** *escaped to, but it don't seem like they did much. They was able to wrestle some kind of* **Occult Book** *from* **Peabody's** *grasp, but that got lost somewhere down in the Mine.*

Father Bartholomew *meets you at the Mine entrance, bloodied and weak from his ordeal. Seems* **Peabody** *is still in the midst of finishing his summoning magik. He's become some kind of unholy supernatural monster, an avatar to an Ancient One that seeks to bridge the gap between our world and its twisted Void dimension. What's more, the* **Void Gate** *had already been opened by the time* **Bartholomew** *got there.* **Peabody**, *or whatever he's become, is working*

some dark magik now to open it wide enough to bring that thing through to our world. You reckon you only have a few hours to get down there and close the Gate before it's become big enough to let that thing through. You recall somethin' in that ***Occult Book*** *that talked about closin' them Gates and sealin' them off from our world for good. If you can find where they lost that book, you might be able to use it to close the* ***Void Gate*** *if you can get there in time.*

Set Up

Start this Mission on the ***Mine Entrance Map Tile*** as normal. The ***Set Up, Mission Goal, Special Rules***, and ***Objectives*** for this Mission are all the same per the normal ***Seal the Void Gate*** Mission [Basic:3] directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

The now massive Void Gate shudders and begins spiraling chaotically about. You catch brief glimpses inside of the Void Gate and see something so horrifyingly terrible that mere words cannot capture the grotesque nature of the thing you bear witness to. It reaches a clawed hand out just as the Void Gate seems like it's going to suffer a final collapse.

It looks like it's going to be a miracle and that thing stays trapped in whatever hell it is, but it's clawed hand bursts forth from the Gate! Through some powerful magik it is able to hold open the Void Gate and indeed starts to widen it out further, you were too late! With a quick jerk, it suddenly rips open the Gate, tearing a hole in the fabric of reality. That thing looks ancient and powerful! The mere glimpse that you caught of the thing is too much for even your hardened mind to bear and you run back out of the Mine!

As you run out, ***Father Bartholomew*** *is there. He stops you and calms you down. You tell him what you saw and he considers what must be done. He says that though you were too late to stop the* ***Ancient One*** *from piercing the veil between our world and it's twisted Void dimension. There might still be hope if you can get back to* ***Hedgebrook's*** *laboratory and find what you can there. At the very least, you might just be able to pick up something to try to collapse the Mine in on the whole damn lot of abominations down there.* ***Bartholomew*** *says he'll try some prayers while you're out to keep anything from leaving the Mine, but he doubts if he'll be able to hold them off for long.*

In addition to the normal Rewards for completing this Mission (**25XP** and **D6x$50**), you can now exit this Mine back to the Overland map. You exit the same Mine that you originally entered into, this Mine shall be referred to as the **Objective Mine**. After you enter the nearest Town, you may immediately begin the next Story Mission ***Blow the Mine*** [Basic:6].

Failure:

You fail to close down the Void Gate and all around you the Mine begins to shake and groan as if it were about to collapse in on you. It looks like one or two more good explosions could send this place tumbling down all around you, but luckily it doesn't shake anymore and you think you're ok for now.

Whatever it was that was attacking you when everything got so damn crazy seems to have left you for dead for now or else was summoned away by something else. You feel an awful, terrible energy permeating throughout the Mine, and you suspect that ***Peabody*** *may have been at least partially successful in bringing through whatever it was he was aimin' to bring in to our world.*

Still... the Earth ain't destroyed yet, which means you at least have a chance. You're in the midst of collecting your stuff and getting ready to get out of there when you begin to hear the sounds. It's faint at first but grows louder and what's worse is it's all around you. Some times it's the chittering of insects, other times the moans of the dead, and still other times it's horrific screams of things never heard by human ears. Whatever drew them away from you has stopped and they're comin' back fer you!

Instead of the normal Failure results for this Mission, **Destroy the nearest 3 Towns**. Whatever it was that Peabody summoned through violently shook the Earth and caused some sink holes to open up under the surrounding countryside, destroying those Towns. You must immediately begin the next Story Mission ***Last Stand*** [Targa:3] before you are able to exit back to the Overland map. Do <u>not</u> go back to the Overland map until you complete that next Mission.

Search Party [Basic:4]

Well that last big score in the mines didn't exactly pan out the way you thought it would. You're tryin' to find work, but honest work is pretty damn scarce 'round these parts, especially for people like yourselves that can't seem to get the job done right. You were tryin' to get work from some rail baron you saw round here, ***Wilfred F. Peabody****, but he wouldn't even give you the time of day and had some of his thugs "escort" you away. You did hear him talkin' to some other fellahs though, tellin' them he was payin' top dollar for anything strange they might find out in one them mines and to bring them to some other* ***Doctor*** *fellah. A Dr. Hedgewick? Hedgestone? Hedgefield? Whatever it is, Hedge-somethin'. Word is this Hedge-fellah has a la-bora-tory somewhere about these parts where he performs... unnatural experiments, but pays out for unnatural things to experiment on. So there's that, but it's not much to go on and nothin' solid enough to stake your next meal on.*

That's when you see a woman in hysterics across the street cryin' up a storm. She's yellin' about this that and the other thing, her baby this and her baby that. Apparently someone done got dragged off in the night, some frontier folk or somethin'. It's hard to tell from all the noise who she's sayin' it was. There were signs of a struggle leading off towards one of the mines. None of the other townsfolk around these parts is willing to do anything about it, what with the sheer number of them vile creatures roaming around that area. Though yer yellah and you'll probably get your ass skinned and kicked real good, you can't bring yourselves to simply walk away. Not this time. You offer your services to the lady, which clears up her tears some. Her offer of a reward puts a little extra pep in your step as well. It's all of her life savings, but if she's so in love with this person, who're you to question how much of a price she'll put on someone else's life?

Set Up

Choose the nearest Mine on the HexCrawl overland map (other than #20 Ruins of Brimstone). This will be the Mine you will be traveling to for this Mission. Otherwise, ***Set Up, Mission Goal, Special Rules***, and ***Objectives*** for this Mission are all the same per the normal ***Search Party*** directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

You found 'em and now it's time to bring them home to Momma (or what's left of them). They prolly saw some horrible things while they was down here and they'll never be quite right in the head. Who knows what these horrible things did to them while they was down here, but that's all over now and, truth be told, not really your problem. You're just happy to get some whiskey money out of this whole ordeal.

You're turning to amscray out of there when something catches your eye towards the back of this section. You thought it was a wall first with all the dust and debris covering it, but you catch something shiny reflecting your lantern light. You get a little bit closer and start to wipe away the dirt. You feel a cold burn shoot up your arm! A closer look at the bit you've wiped away reveals that it looks to be... ice?! It's cold underground, but you didn't think it was that cold!

Taking care to use some protection on your hands you wipe the rest of the dirt that you can away and jump back at what you've found here. It's some kind of horrible thing, fully encased in ice! You ain't never seen anything like it, it's like some kind of giant roach or bug or somethin', but there's somethin' no good about the sumbitch you just can't put your finger on. Not only that, there seems to be quite a few of these things all clustered together. Behind them on the walls of the mine you see some kind of weird art and writin' you can't quite recognize, as if from some long dead civilization, the horrors of which man was never meant to know... or somethin'.

It's against your better judgment, but you think you might be able to drag these things out and bring them back with you. It might make up for not finding them dark stone deposits like ***Peabody*** *was looking for and hopefully he'll throw in a bit of a bonus for these things, whatever they. You'll need to drop them off with that Hedge-somethin' fellah he was squawking about. Hedgewick? Hedgegarden? Hedgetrim? Ahhh shoot!*

Before you can collect your Reward, you'll need to travel back to the **Originating Town** where you got this Mission from. If you're bringing back the Missing Person **Alive**, reduce your Overland Move Points to 4 per day until you get back to the **Originating Town**, as they're slowing you down some. If they died, then reduce your movement to 3 per day instead on account of havin' to transport the body. In addition to the normal Rewards for completing this Mission (**50XP** and the Person Rescued Reward), your next Story Mission will be ***Frozen Expedition*** [Targa:6]. Before that Story Mission though, you must complete **two Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Failure:

Well... you're pretty sure whoever it was you was lookin' for, wasn't gonna make it out that place alive anyways. And when you promised that lady you'd find her loved one and bring them back to her all safe and sound, you was really just tryin' to comfort her, wasn't you. You didn't really mean you were gonna rescue her loved one, but it made her feel a sense of relief just the same. You was just tryin' to reassure her. So you should really just try to avoid that town for as long as possible, keep that dream alive for her, y'know? No sense in gettin' her all worked up and depressed about somebody who was probably gonna die on their own anyways.

Ahh, who is you kiddin'? You fucked that one up but good. And now, whatever it was down in that mine that kidnapped that person, well now it's got a taste for blood, but hell if you're gonna do anything about it. Maybe it'll just start goin' after cattle if you're lucky...

In addition to the normal Failure result for this Mission (each Hero takes **D3 Corruption Points**, ignoring Willpower), each Hero in the Posse will also take another **D6 Corruption Points**, ignoring Willpower, if you ever step foot in that **Originating Town** again. That lady wasn't quick to forget your promise and holds you accountable for her loved one. Your next Story Mission will be ***Terror in the Night*** [Targa:1]. Before that Story Mission though, you must complete **two Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Stop the Ritual [Targa:2]

There'd been a lot of talk about a dark cult around lately, the ***Disciples of the Void*** *as they like to call themselves. And it's been building up more than ever, almost as if they're not even bothering to keep themselves much a secret anymore and are preparing for some big event. They're acting like some kind of an outlaw gang and just rapin' and pillaging their way across the region with impunity, but your pretty sure they're up to more than just mere crime. These folks is aimin' to sew chaos and misery as a precursor to some great and terrible magik and you doubt they're plannin' on just pullin' rabbits outta their hats.*

They've taken some prisoners for sacrifices, looted artifacts from quite a few Indian villages, and been scoopin' up as much dark stone as they can in preparation for somethin' that's about to go down. Law enforcement in the region seems to either be powerless to stop them or likely in cahoots with them and lookin' the other way. Luckily for you, you've been able to piece together their movements and you think you know where they're headed. You're guessin' that they aim to summon forth some dark, terrible being from beyond to lay waste to Earth and the human race, ain't that what them cultists is always about? You figure if you can bust into that place and beat the crap out of them loonies in there, you just might have a chance at puttin' a stop to their crazy plans. It's a long shot, but folks round here don't really have much else but a hope and a prayer and your guns to stand in their way.

Set Up

Choose a Random Mine on the HexCrawl Overland map (other than #20 Ruins of Brimstone). This will be the Mine you will be traveling to for this Mission. Otherwise, ***Set Up, Mission Goal, Special Rules,*** and ***Objectives*** for this Mission are all the same per the normal ***Stop the Ritual*** [Basic:2] directions listed in the Adventure Book except that you should add either a Void Sorcerer or an Occultist Human Enemy to the ***Summoning Chamber*** Objective Room for the Final Fight. This is in addition to the **Epic Threat** that must be fought here as well. This extra figure represents the head cultist. Read below for the Reward and Failure results.

End of Mission

Reward:

All around you lie the twisted bodies of both man and monster alike, intermixed with still burning candles and smoldering corpses of previously slaughtered human sacrifices. It's a sickening display, but it fills you with a sense of relief that you've finally ended this supernatural menace once and for all. You stopped this ritual from coming to fruition and killed the leaders of the ***Disciples of the Void*** *in one fell swoop. All in all a pretty good day.*

You still can't believe that it was none other than ***Wilfred F. Peabody*** *that revealed himself to be the leader of this sadistic cult, but sifting through the evidence it all seems to make sense now. The hunger for Dark Stone, the keen interest in Other World treasures., and the wealth and resources he would've been able to bring to bear from his various railroad holdings. It wouldn't surprise you if it wasn't* ***Peabody*** *himself who arranged for the destruction of Brimstone, bringing in excessively large quantities of Dark Stone that he knew would lead to an event there.*

You find an ***Occult Book*** *that* ***Peabody*** *had been reading from and start sifting through it's pages. Much that you find in there seems to confirm your thinking, but as you go through it, you find that the ritual they were performing here is only about halfway through the Book, there seems to be more that follows... Before you broke up the festivities here,* ***Peabody*** *was chanting something about becoming a "vessel". What the hell did he mean by that?*

As if in answer to your musings, the circles within the room suddenly begin to glow and crackle with energy. Perhaps the death throes of so many creatures from the void gates within this room was enough to kindle the flame of whatever dark magic ***Peabody*** *had been working with, perhaps this had been his plan all along! The corpse of* ***Peabody*** *begins to tremble and shake and suddenly his dead eyes open up once more, his pupils also crackling with the same energy that appears to be permeating throughout the room.*

The next few seconds are a blur... Hurricane winds., a tempest of blood, guts, and rock... An explosion of energy.... then Darkness... Darkness.... Darkness.... Darkness..

Within a few minutes your eyes begin to adjust to your surroundings, thankfully, and you see that you're back in the ***Summoning Chamber.*** *As you get your bearings you still see many of the bodies that you saw previously, albeit tossed about in greater disarray than before. You notice though that* ***Peabody*** *is gone, a trail of blood leading back to the entrance to this Mine tells you which direction he's gone. It seems he also took that* ***Occult Book*** *with him too. You suspect you'll need that thing if you want to stop whatever his plans are as it seemed to be important to him.*

As you burst out of the Mine Entrance, you see two riders escaping off in the distance. One appears to be a grotesque mass of flesh covered in rags, while the other looks to be... ***Dr. Hedgebrook!*** *That bastard is helping* ***Peabody*** *to escape and you need to follow after 'em. You reach the spot where you had left your horses at, only to find them bastards got to 'em first. The dang things been killed with some dark magik, the fear still very much apparent in their dead horse eyes, as if they were killed during a moment of pure terror.*

Well sheeeeit. If that ain't the worst part about the whole thing, losin' your horses. Still, you can at least follow after their horse tracks and maybe plot out where they're headed to. They've got a helluva head start on you.

In addition to the normal Reward for completing this Mission (**50XP**), roll on the ***Mine Chart*** and travel there to begin your next Story Mission ***Seal the Void Gate*** [Basic: 3] (reroll if you get the same Mine you are currently at).

Failure:

Though you only saw him briefly, he sounded like the Devil himself and seemed to have been possessed by some kind of otherworldly entity. It was the rail baron, ***Wilfred F. Peabody!*** *It was him and the way he was carrying on and leading the others, he musta been behind this whole thing the whole time. He's the head cultist of the* ***Disciples of the Void!*** *No doubt owning the rail roads helped him with establishing the* ***Disciples of the Void*** *far and wide throughout Brimstone, and now whatever they've been building towards is coming to fruition!*

What chills your blood even more, was the entity that came out of that Gate and... just sorta ate its way into him, and the way ***Peabody*** *was talking afterwards. It's like this wasn't even the ritual they been preparin' for, this was just the appetizer.* ***Peabody*** *called himself "the vessel" for the summoning, and he hinted that something even bigger was planned that would bring ruination and destruction upon all mankind. You'd a shot him right between his damn eyes if they hadn't made a getaway in all the confusion.*

However, your whole plan you had to stop the ***Disciples of the Void*** *has fallen to pieces and you're running headlong through these Mines to who knows where. Whatever you fought in those Mines was too strong, too powerful and hungry for blood. Now your backs up against the wall and if you have any hope of doin' anything, you're gonna have to fight your way out of these Mines! Off in the distance you hear the sounds of horrific, evil things approaching...*

Ignore the normal Failure results for this Mission. Instead, the **nearest 3 Towns** from this Mine are **Destroyed** as monsters from the Void begin pouring out of this Mine and into the surrounding countryside. In addition, each Hero takes **D6 Wounds** that carry over into the next Mission. You must immediately begin the Mission ***Last Stand*** [Targa:3] before you are able to exit this Mine. Do <u>not</u> go back to the Overland map until you complete that next Mission.

Terror in the Night [Targa:1]

Something terrifying clawed its way out of the Mines the other night and made its way into town. Some folks and the lawmen tried to stop it, but it torn them all into little itty bitty pieces and everyone is scared to hell of that thing. Big, hulking, hairy sumbitch, uglier than sin, you can't miss 'em. Though no one else around here has seen anything like it, that sounds pretty familiar to you, though more familiar than you'd care to admit. It's like déjà vu all over again, cause that thing has gone and kidnapped somebody from this town and they're like to be dead or gonna be dead here real soon if you don't do somethin' about it.

Seems like this is part of some kinda pattern though, in fact quite a lots of folks been disappearin' from towns all over the area. Most people think it's on account of the place just bein' so damn dangerous and all the monsters runnin' about, but the state they been findin' those bodies in... It's horrifyin' to think about and you hope they're just rumors, but thems that's been tellin' you always seem pretty shook up and drink more whiskey than the average person might. Somethin's happenin' out there and whatever it's culminatin' towards can't possibly be good.

So these people here are needin' some help and the Mayor is willing to pay you some money if you can bring that person back in all safe and sound like. Seein's how it's been awhile since you had a proper meal, how you can you refuse to help these good folks out?

Set Up

Choose the <u>nearest</u> Mine on the HexCrawl Overland map (other than #20 Ruins of Brimstone). This will be the Mine you will be traveling to for this Mission. Otherwise, ***Set Up, Mission Goal, Special Rules***, and ***Objectives*** for this Mission are all the same per the normal ***Terror in the Night*** directions listed in the Adventure Book. Read below for the Reward and Failure results.

End of Mission

Reward:

You stand over the quickly decaying remains of the thing that brought so much horror to the world, its smoke hisses and a black goo oozes from every pore of its pestilent flesh. It takes everything you have to hold back a stream of vomit from delivering your lunch onto the thing, which might actually be an improvement over the current situation.

And just when you thought things couldn't get worse, you look up and away from the rotting carcass of that dread beast and up at the walls. Ye gods, the walls... the walls! If you didn't know better, you'd a said the thing was a goddamn artist, but though you don't know art much, you wouldn't say that all them blood and entrails splattered all over the walls was much like a Mona Lisa or what have you. Them people that this things been capturing, its more like it was sacrificin' them to some dark god from aeon's past. The sights of all them geometric shapes and ancient formulae scrawled out in the brain gunk of its victims pushes you over the edge and you spew that day's food stuffs all over the place.

After you've collected yourself, you see some pages of somethin' all bunched up in the corner, looks like there might be writin's or somethin' on 'em. You uncrinkle some of 'em and think that might've been a mistake. These ***Journal Pages*** *seem to be the ravings of a mad man! Perhaps worse than the words themselves, is the knowledge that those words were surely penned by a human being. As you scan through the documents, a story begins to unfold of a dastardly man who sold his soul to primeval gods and has been building up his life and fortunes towards no less than calling forth a dreaded Great Old One to Earth, with him as their highest servant. It soon becomes apparent that this mysterious figure is the one who brought the creature to Earth to feast on the bodies and souls of men.*

And what's more, that was just the beginning! He writes of an age-old, slumbering city, buried in snow, from which he will fulfill his mission to call forth a being of great power and vileness. He calls the place ***"Targa, the City of the Ancients"****. That don't sound too invitin', but if you mean to stop this feller and his crazy followers, the* ***Disciples of the Void****, you best be gettin' there first.*

Before you can collect your Reward, you'll need to travel back to the **Originating Town** where you got this Mission from. If you're bringing back the Missing Person **Alive**, reduce your Overland Move Points to 3 per day until you get back to the **Originating Town**, as they're pretty badly hurt and can't move too much. If they died, then reduce your movement to 3 per day until you get back to Town to leave the corpse with the family. In addition to the normal Rewards for completing this Mission (**50XP** and **D6x$50**), your next Story Mission will be ***City of the Ancients*** [Targa:4]. Before that Story Mission though, you must complete **three Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.

Failure:

As you leave the mine, broken and defeated, the words of the foul Monster still ring in your ears:

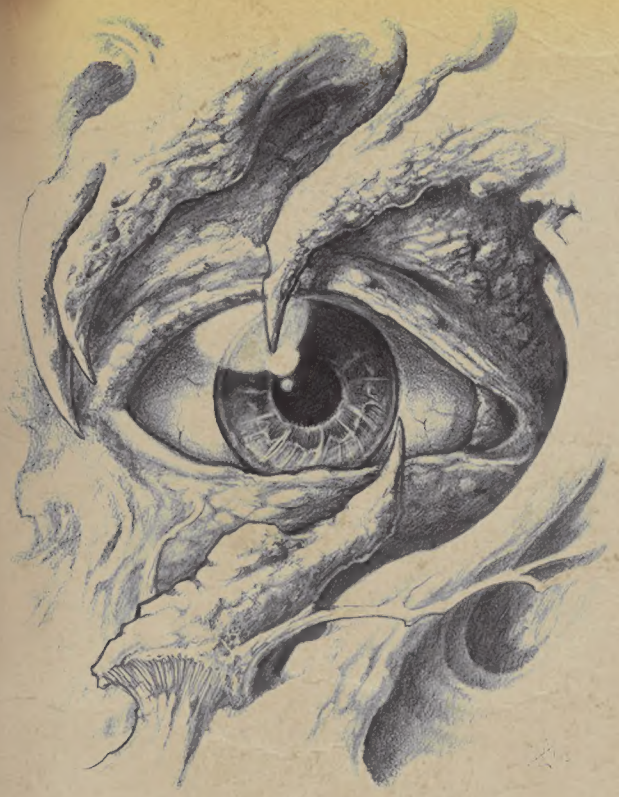
"Begon weak things! Begon you wretched apes! Before the Nameless One leaves his horrid perch on dread Carcosa, the shadow spawn of Shub-Niggurath shall consume this world with their insatiable hunger. Iä! Iä! Your women shall moan and be made into nightmare-slaves for ***He Who Devours Worlds*** *and your children shall be corrupted and made the servants for his servants. If you would escape this fate, then join the* ***Disciples of the Void****, for only through them will you survive..."*

There were other words that it spoke. They lie hidden below during the waking hours, but those are a blur and only replay themselves some times in dreams, or are they nightmares? In them, you can still hear the words, though far off and echoing, but by the time you've awoken in a cold sweat, they've disappeared again. The Monster too has disappeared from the area, surely to spread more death and misery about. Though you've lost its trail, its words still haunt you.

The shame of your failure travels with you as well. You've failed once again and surely more lives will be lost because of your actions. And yet still you hear the dreaded name of the cult it said, on the guarded lips of travelers and in the whispers of drunkards no matter where you go... ***Disciples of the Void****. Their ilk have infiltrated the ranks of men and women far and wide throughout the region, some even say it was their doing that destroyed Brimstone and brought these cursed monstrosities to Earth. Perhaps you can't save thems that's already been lost, but mayhaps you can save thems that are next in line.*

You'll need to travel far and wide to find what you can about this cult. All signs are pointin' at them doin' somethin' big and it can't be good for humanfolk if they get away with it. You'll need to talk to folks and do some more investigatin' if you're wantin' to get a bead on where them bastards is hidin' out at. So you patch your wounds 'n head out. That monster won this day, but there's far worse things comin' for this world...

In addition to the normal Failure result for this Mission (each Hero takes **D3 Corruption Points**, ignoring Willpower), each Hero in the Posse will also take another **D6 Corruption Points**, ignoring Willpower, if you ever step foot in that **Originating Town** again. The people of that Town know you to be cowards. Your next Story Mission will be ***Stop the Ritual*** [Targa:2]. Before that Story Mission though, you must complete **three Jobs**. Afterwards, to get that Story Mission you'll need to travel to a Random Town.



Blow the Mine [Basic:6]

It all leads back to **Peabody**, *that bastard tried to get you killed and he's lookin' to bring forth something beyond human understanding to our world. You make your way back to* **Hedgebrook's** *Laboratory, hoping you can get to the bottom of this whole thing.*

After rootin' around **Hedgebrook's** *lab some, you find out about the whole business between him n' Peabody.* **Peabody's** *been moonlighting as the head of a dang cult, the* **Disciples of the Void**. *Hedgebrook has been one of his disciples and together they've been doing dark, terrible things. Using Peabody's resources with the Rail Line and Hedgebrook's occult knowledge, they've been collecting Dark Stone and cursed artifacts to prepare for some kind of horrifying "Awakening". It was even one of Peabody's storehouses of Dark Stone that blew up Brimstone and set this whole chain of events in motion that brought all them monsters through the Gates! But this has all just been the precursor to something bigger, this "Awakening".*

They've been sacrificin' people and performing dark rituals to summon an eldritch being, a dreaded Great Old One, from its cursed slumber on the ancient plane of **Targa**, *what some have called "the City of the Ancients". The thing had been banished and imprisoned there a millennia ago by the long-dead creatures that once inhabited* **Targa**. *Now the Disciples of the Void are aimin' to bring it back here to* **Earth**.

And this whole time they was just usin' stupid adventurers like you to further their schemes. People been gatherin' up dark stone and handing it right over to these same bastards who're aimin' to bring about the end of the world.

As you keep lookin' through **Hedgebrook's** *stuff, you come across a map of the area with notes written all over it. They've turned the whole region around Brimstone into some kinda durn large-scale magik summoning circle. All them Mines about... they're nodes for the circle, areas of intense magik that'll fuel the dark energies required to summon the being to our world! You figure, based on the center point of the whole thing, you've figured out where they was headed to.... that Mine you was just at. That Mine's been the cult's lair this whole time!*

Fortunately, **Hedgebrook** *also has a bunch of heavy-duty, grade A* **Explosives** *just lyin' around for some experiment or another that look like they'll be just perfect for bringing the roof down on that damned Mine, hopefully the bastard* **Peabody** *will get caught in it too! Likely whatever terrible, ancient evil that he's aiming to make contact with would kill you in an instant if you met up with it, so best to get this done before it comes into our world.*

Well... time to gear up and head out. This is it, ain't no turnin' back now and if you fudge things up, ain't no one else likely gonna be around to complain about it.

Set Up

To begin this Mission, travel to the ***Objective Mine*** and begin a ***Blow the Mine*** [Basic:6] Mission. There will be some notable additions to the rules for this Mission that deviate from the Mission detailed in the Adventure Book. Read below for an additional rule to include (takes the place of the 'Dangerous Escape' special rule). At the completion of this Mission, the campaign is over and depending on whether you were successful on this last Mission, read the 'Success' or 'Failure' results for the Epilogue to this Short Story campaign. Good Luck!

Treacherous Escape (Objective)

At the end of any turn in which one or more Heroes is standing on the ***Mine Entrance*** Map Tile as the Objective Room, instead of rolling a special *Hold Back the Darkness* test, the ***Mine Entrance*** Map Tile automatically has an **Epic Threat** waiting there for the Posse. In addition to whatever is drawn from the Epic Threat card, also add two Occultist Human Enemies to the Fight. These are the villains **Hedgebrook** and **Peabody**, they're attempting to stop you from blowing up the Mine. **All Enemies must be defeated before you can escape!**

Epilogue

Success:

*You set the last of the **Explosives** and haul ass outta there, your only regret that you can't be there to personally watch the roof cave in on all them bastards here. However, as you're set to leave the Mine, a swarm of terrible abominations blocks your way, almost as if they knew what was about to transpire and they wanted one last shot at takin' you down with 'em.*

*And then you see them: **Peabody** and **Hedgebrook**, the two hombres that orchestrated this whole thing. You stare them down, but somethin' don't seem quite right in their eyes. There's a certain glow to them and you'd a sworn there wasn't no whites in their eyes, but you reckon that's on account of it bein' so dark in here and all. They mumble some kinda jargon out at you. Maybe it's on account of whatever dark forces they was messin' with, mayhaps they was corrupted themselves or the things they were messin' with were too powerful for them to contain. Whatever it is, you're puttin' them outta their misery for good now.*

After you send them sumsabitches back to whatever dark gods they was prayin' to, you amscray outta there and just in the nick of time too! That whole Mine blows to kingdom come and leaves a giant crater in the ground. You hear a terrible, unearthly how that pierces through all them tons of rock that fell down in the collapsing mine. It's a horrible sound that'll haunt you til the day that you die, but luckily for you, that day seems to be a bit farther off than it was if you had failed. With Peabody and Hedgebrook dead, you can rest a little bit easier, but not without nightmares plaguing your dreams.

Despite their deaths though, Brimstone remains and the creatures continue comin' through the gates to our world. Well at least there's still a sunset to ride off into for now, no tellin' what Adventures tomorrow will bring though...

Failure:

*You fail to stop **Wilfred F. Peabody's** crazy plans, whatever they were, and the Unnameable Entity from beyond our Universe he was looking to bring over makes it into our world. A Great Old One from beyond our universe, but does it matter now really? That thing bridges the cosmic gap between worlds and brings untold evils upon all of humanity. All of mankind is ground to dust before them things that walk between worlds. Humanity was only ever an ant hill to them that was ancient when our Universe was even young. What hope did you really ever have of stopping terrors such as those?*

Miraculously, you make it out of there alive and take cover til them things from another world stop pouring forth. Thing is, there's no where else to go now. Every town you visit it swarming with them inhuman monsters. In the best of cases they're just feasting on the bodies of innocents, in the worst of cases... well, no sense talking about that.

You try to save those that you can, but you get the feeling that Man isn't long for this world. One by one, the Abomination from beyond our world walks the Earth, devouring all the creations of mankind. Some folks travel along with you, though you're not really sure where any of you is going, maybe you can find a gate to another world, untouched by these things? If not, you might have to kill the adults in their sleep first, then the children. It'll be a better end than whatever them creatures from the Void would bring 'em.

As you walk along a long stretch of road into what you thought was a beautiful sunset, you realize that it's not a sunset at all. It's actually an enormous explosion, wiping out another town off the face of the Earth. They usually happen at least once a day now and it's hard to even find the ruins of towns anymore, it's just all craters now. Welcome to the end of Humanity's pathetic existence...